
Subject: widget_tab: prevent switching?

Posted by [Justus Skorps](#) on Wed, 26 Nov 2008 09:16:37 GMT

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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

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

Subject: Re: widget_tab: prevent switching?
Posted by [Spon](#) on Wed, 26 Nov 2008 17:27:19 GMT
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On Nov 26, 5:20 pm, Spon <christoph.b...@gmail.com> wrote:
> Base2 = Widget_Base(Tab)

Sorry, this should be a row/column base if you want your button to appear

```
Base2 = Widget_Base(Tab, /Col)
```

Subject: Re: widget_tab: prevent switching?
Posted by [Justus Skorps](#) on Fri, 28 Nov 2008 08:50:42 GMT
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Thx for your answer Chris. But this also leaves me with a bunch of new code which makes my program even more confusing. Switching between tabs is always not simple because I always have to adjust the values of some buttons, maintain the zoom history of the current tabs, And of course I do not want to do all this just to switch back because the switching should have been forbidden...but I guess there is no

"nice" way...I should have expect this from IDL...the more time I spent with this s### the more I hate it...

Subject: Re: widget_tab

Posted by [David Fanning](#) on Thu, 11 Dec 2008 16:09:50 GMT

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steverajiv writes:

- > Is there any way to change the order of tabs using widget_control or
- > widget_info (e.g., swap tab1 and tab2 etc..)

I don't think there is any way to change the order of the tabs. I suppose you could try rebuilding them in a different order, but it hardly seems worth the effort.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
