
Subject: unmap tab widgets?

Posted by [Marshall Perrin](#) on Wed, 15 Jul 2009 06:55:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

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
