

The MaxGUI Beginner Tutorial Series - Tutorial 11: Tabbers

(c) Assari Dec 28 2005

In this tutorial we are going to look at Tabbers, A Tabber gadget provides a list of Tabs above a client area typically used for handling multiple documents.

Lets take a look at a simple Tabber:-

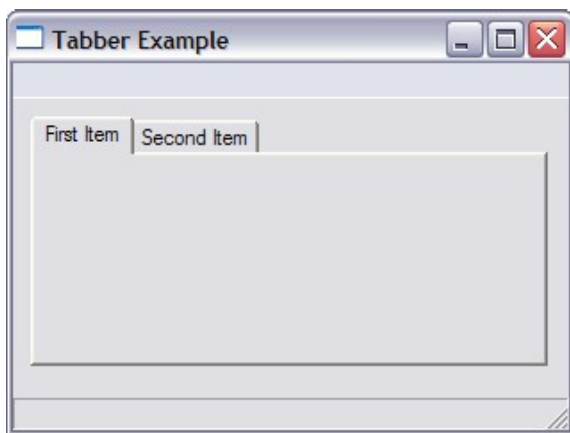
SuperStrict

```
Local MyWindow:TGadget=CreateWindow("Tabber Example", 200,200,320,240)
Local Tabber:TGadget=CreateTabber(10,10,290,140,MyWindow)
```

```
AddGadgetItem Tabber,"First Item"
AddGadgetItem Tabber,"Second Item"
```

```
Repeat
    WaitEvent()
    Select EventID()
        Case EVENT_WINDOWCLOSE
            End
    End Select
Forever
```

As we can see below, each **AddGadgetItem** statement inserts a tab onto our tabber gadget. Go ahead and click on the tabs. At the moment though it does not do very much.



A tabber gadget needs to be used with other gadgets to be useful. In the program below I'm going to use label gadgets.

SuperStrict

```
Local MyWindow:TGadget=CreateWindow("Tabber Example", 200,200,320,240)
Local Tabber:TGadget=CreateTabber(10,10,290,140,MyWindow)
```

```
Local Label0:TGadget=CreateLabel("Some slightly longer text from Label 0",50,20,200,40,Tabber)
Local Label1:TGadget=CreateLabel("Some text from Label 1",50,20,200,40,Tabber)
```

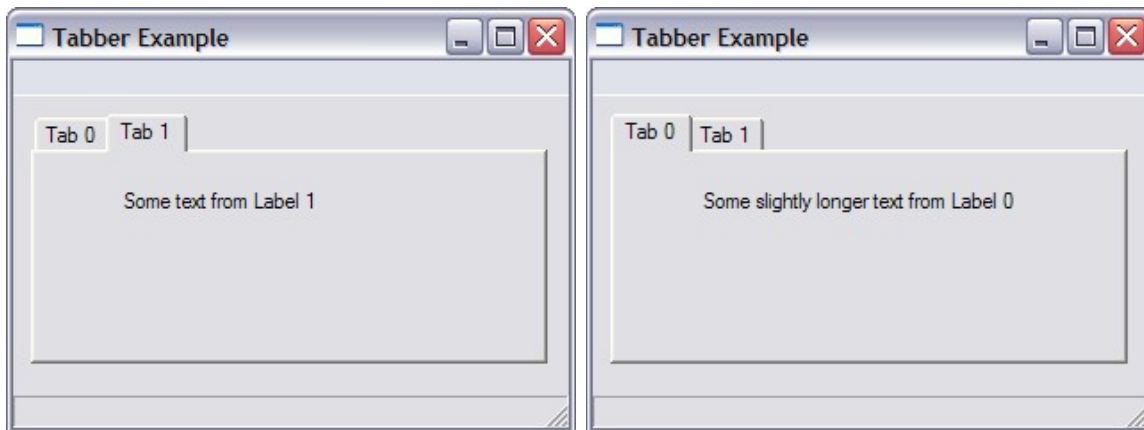
```
AddGadgetItem Tabber,"Tab 0"
AddGadgetItem Tabber,"Tab 1"
SelectGadgetItem Tabber,1
```

```

Repeat
  WaitEvent()
  Select EventID()
  Case EVENT_WINDOWCLOSE
    End
  Case EVENT_GADGETACTION
    SelectEventData()
    Case 0
      HideGadget Label1
      ShowGadget Label0
    Case 1
      HideGadget Label0
      ShowGadget Label1
    End Select
  End Select
Forever

```

When we click the respective tabs we get to see the relevant text appearing.



Tabbers require a bit of work to make the illusion of the tabs actually having content. They do not have content and rely on other gadgets (such as labels above) to provide the content.

What they provide are event information from which we can act upon. Lets study our program above in greater detail.

`SelectGadgetItem` Tabber,1

Just like other list-based gadgets (Listboxes and ComboBoxes), many of the gadget functions which we have covered earlier is also applicable to tabbers. The **SelectGadgetItem** function above selects Tab 1 as the default tab.

```

Case EVENT_GADGETACTION
  SelectEventData()
  Case 0
    HideGadget Label1
    ShowGadget Label0
  Case 1
    HideGadget Label0
    ShowGadget Label1

```

End Select

When a user click one of the tabs, a `EVENT_GADGETACTION` event will be triggered by MaxGUI. We then need to check the event's eventdata by using the **EventData()** function. When the user clicks the first tab, **EventData()** returns zero and when the user clicks the 2nd tab, **EventData()** returns 1.

The **HideGadget** and **ShowGadget** functions are then used to display the correct gadget on our tabber area. I hope it is clear that tabbers do not have individual areas for each tab but instead rely on us programmers to manage what gadget is displayed when a user clicks on the tabs.

If we were to place lots of tabs on our tabber, a scroll bar will appear. Let's take a look at an example

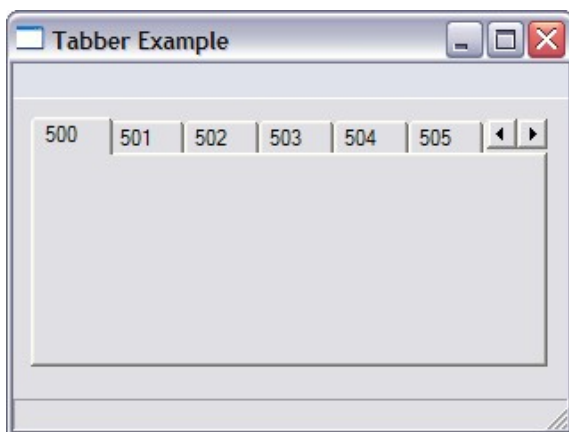
SuperStrict

```
Local MyWindow:TGadget=CreateWindow("Tabber Example", 200,200,320,240)
Local Tabber:TGadget=CreateTabber(10,10,290,140,MyWindow)
```

```
For Local i:int=500 To 510
AddGadgetItem Tabber,i
Next
```

```
Repeat
WaitEvent()
Select EventID()
Case EVENT_WINDOWCLOSE
End
End Select
Forever
```

Clicking on the right and left arrow will move our tabs accordingly



We can also pretty up our tabs with icons, just as with listboxes and comboboxes. Here is an example:-

SuperStrict

```
Local MyWindow:TGadget=CreateWindow("Tabber Example", 200,200,320,240)
Local Tabber:TGadget=CreateTabber(10,10,290,140,MyWindow)
```

```
Local IconStrip:TIconStrip=LoadIconStrip("D:\My Documents on E\_Tutorials\toolbar.bmp")
```

```

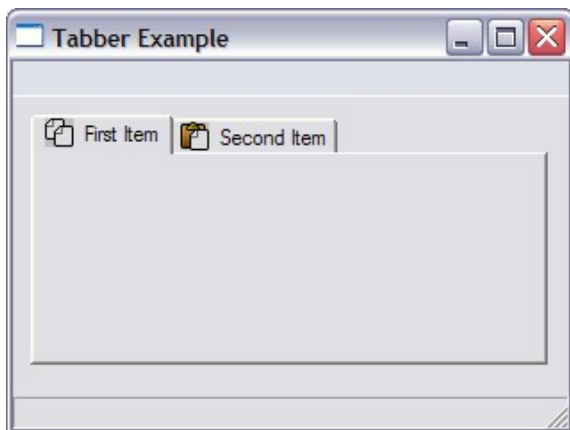
SetGadgetIconStrip(Tabber, IconStrip)

AddGadgetItem Tabber,"First Item",0,5
AddGadgetItem Tabber,"Second Item",0,6

Repeat
    WaitEvent()
    Select EventID()
    Case EVENT_WINDOWCLOSE
        End
    End Select
Forever

```

Our tabs now have icons. Again this demonstrates how the gadget functions that we covered extensively earlier in our listbox tutorials are also applicable for tabbers as well.



Summary

Tabbers are very simple gadgets, appearing in all modern GUIs. However they need a fair amount of management to use properly.

To recap what we have learnt so far

- Tabbers can be created using the **CreateTabbers** function
- Being also a list based gadget like listboxes and comboboxes, most of the gadget functions such as **AddGadgetItems**, **ModifyGadgetItems** also are applicable for tabbers
- Icons can be added to items using the **LoadIconStrip** and **SetGadgetIconStrip** functions.

So thats ends our tutorial for now. Back to Tutorial [Index](#).