

QGIS Application - Feature request #1622
Implement capability to add tabs in the main window

2009-04-04 01:03 PM - lynxID -

<div>Status: Open</div> <div>Priority: Low</div> <div>Assignee: lynxID -</div> <div>Category: GUI</div> <div>Pull Request or Patch supplied: No</div> <div>Easy fix?: No</div>		<div>Resolution:</div> <div>Copied to github as #: 11682</div>
<div>Description</div> <div>Index: python/gui/qgisinterface.sip=====</div> <div>--- python/gui/qgisinterface.sip (revision 10465)</div> <div>+++ python/gui/qgisinterface.sip (working copy)</div> <div>@ -70,6 +70,9 @</div> <div>/** Return a pointer to the map canvas */</div> <div>virtual [[QgsMapCanvas]] * mapCanvas()=0;</div> <div>+ /** Return a pointer to the main tab widget /</div> <div>+ virtual QTabWidget * tabWidget()=0;</div> <div>+ </div> <div>/* Return a pointer to the main window (instance of [[QgisApp]] in case of QGIS) */</div> <div>virtual QWidget * mainWindow()=0;</div> <div>@ -90,6 +93,21 @</div> <div>/** Remove specified dock widget from main window (doesn't delete it). Added in QGIS 1.1. */</div> <div>virtual void removeDockWidget (QDockWidget * dockwidget)=0;</div> <div>+ /** Add a tab widget to the main window /</div> <div>+ virtual void addTabWidget(QWidget *page, const QString &label)=0;</div> <div>/* Add a tab widget to the main window with icon /</div> <div>+ virtual void addTabWidget(QWidget *page, const QIcon &icon, const QString &label)=0;</div> <div>/* Insert a tab widget to the main window with label /</div> <div>+ virtual void insertTabWidget(int index, QWidget *page, const QString &label)=0;</div> <div>/* Insert a tab widget to the main window with icon and label /</div> <div>+ virtual void insertTabWidget(int index, QWidget *page, const QIcon &icon, const QString &label)=0;</div> <div>/* Remove specified tab widget from main window (doesn't delete it). Added in QGIS 1.1. /</div> <div>+ virtual void removeTabWidget(int index)=0;</div> <div>+ </div> <div>/* refresh legend of a layer */</div> <div>virtual void refreshLegend([[QgsMapLayer]] * layer)=0;</div> <div>Index: src/app/qgisappinterface.h=====</div> <div>--- src/app/qgisappinterface.h (revision 10465)</div> <div>+++ src/app/qgisappinterface.h (working copy)</div> <div>@ -85,6 +85,9 @</div> <div>/** Return a pointer to the map canvas used by qgisapp */</div> <div>[[QgsMapCanvas]] * mapCanvas();</div>		

```

+ /** Return a pointer to the main tab widget that containing map canvas /
+ virtual QTabWidget * tabWidget();
+
+ /** Gives access to main [[QgisApp]] object
+ Plugins don't need to know about [[QgisApp]], as we pass it as QWidget,
+ @ -105,6 +108,21 @
+ /** Remove specified dock widget from main window (doesn't delete it). Added in QGIS 1.1. */
+ void removeDockWidget( QDockWidget * dockwidget );
+
+ /** Add a tab widget to the main window /
+ void addTabWidget( QWidget *page, const QString &label );
+
+ /** Add a tab widget to the main window with icon /
+ void addTabWidget( QWidget *page, const QIcon &icon, const QString &label );
+
+ /** Insert a tab widget to the main window with label /
+ void insertTabWidget( int index, QWidget *page, const QString &label );
+
+ /** Insert a tab widget to the main window with icon and label /
+ void insertTabWidget( int index, QWidget *page, const QIcon &icon, const QString &label );
+
+ /** Remove specified tab widget from main window (doesn't delete it). Added in QGIS 1.1. */
+ void removeTabWidget( int index );
+
+ virtual void refreshLegend( [[QgsMapLayer]] *l
+ );=====
--- src/app/qgisapp.h (revision 10465)
++ src/app/qgisapp.h (working copy)
@ -59,6 +59,8 @
#include <QToolBar>
#include <QAbstractSocket>
#include <QPointer>
#include <QTabWidget>
#include <QTabBar>
#include "qgsconfig.h"
#include "qgspoint.h"
@ -137,8 +139,11 @
    //!Overloaded version of the private function with same name that takes the imagename as a parameter
    void saveMapAsImage( QString, QPixmap * );
    /** Get the mapcanvas object from the app */
    - [[QgsMapCanvas]] * mapCanvas() { return mMapCanvas; };
    + [[QgsMapCanvas]] * mapCanvas() { return mMapCanvas; };
+ /** Get the tabwidget object from the app /
+ QTabWidget * tabWidget() { return mTabWidget; }
+
+ [[QgsComposer]] printComposer() {return mComposer;}
- After adding the dock widget to the ui (by delegating to the QMainWindow
- parent class, it will also add it to the View menu list of docks.*/
    void addDockWidget( Qt::DockWidgetArea area, QDockWidget * dockwidget );

    /** Add a tab widget to the main window with label /
+ void addTabWidget( QWidget *page, const QString &label );

```

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/* Add a tab widget to the main window with icon and label /
+ void addTabWidget( QWidget *page, const QIcon &icon, const QString &label );

/* Insert a tab widget to the main window with label /
+ void insertTabWidget( int index, QWidget *page, const QString &label );

/* Insert a tab widget to the main window with icon and label /
+ void insertTabWidget( int index, QWidget *page, const QIcon &icon, const QString &label );

/* Remove specified dock widget from main window (doesn't delete it). Added in QGIS 1.1. /
+ void removeTabWidget( int index );
+
/* Add a toolbar to the main window. Overloaded from QMainWindow.
- After adding the toolbar to the ui (by delegating to the QMainWindow
- parent class, it will also add it to the View menu list of toolbars.*/
@ -814,6 +835,20 @
    [[QgsMapTool]]* mAddIsland;
    } mMapTools;
    //! Set theme (icons)
    @ -180,6 +185,22 @

// class [[QgsTabWidget]] : public QTabWidget
// {
//     public:
//     [[QgsTabWidget]](QWidget *parent) {
//         [[QgsTabWidget]]::QTabWidget();
//         tabBar()->hide();
//     }
//     void addTab(QWidget *widget, const QIcon &icon, const QString &label) { QTabWidget::addTab(widget, icon, label); if (count() > 1)
tabBar()->show(); }
//     void addTab(QWidget *widget, const QString &label) { QTabWidget::addTab(widget, label); if (count() > 1) tabBar()->show(); }
//     void insertTab(int index, QWidget *widget, const QIcon &icon, const QString &label) { QTabWidget::insertTab(index, widget, icon,
label); if (count() > 1) tabBar()->show(); }
//     void insertTab(int index, QWidget *widget, const QString &label) { QTabWidget::insertTab(index, widget, label); if (count() > 1)
tabBar()->show(); }
//     void removeTab(int index) { if (count() != 1) { QTabWidget::removeTab(index); if (count() == 1) tabBar()->hide(); } }
// };

[[QgsMapTool]] *mNonEditMapTool;
    //! Widget that will live on the statusbar to display "scale 1:"
    @ -846,6 +881,9 @
        QMenu *toolPopupCapture;
        //! Map canvas
        [[QgsMapCanvas]] *mMapCanvas;
+    //! Tab widget
//    [[QgsTabWidget]] *mTabWidget;
    QTabWidget *mTabWidget;
    //! Table of contents (legend) for the map
    [[QgsLegend]] *mMapLegend;
    //! Cursor for the overview map
Index: src/app/qgisapp.cpp
=====
--- src/app/qgisapp.cpp (revision 10465)

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++ src/app/qgisapp.cpp (working copy)
@ -1548,8 +1548,8 @
// Connect warning dialog from project reading
connect( [[QgsProject]]::instance(), SIGNAL (
    this, SLOT ) );
}

-}
void [[QgisApp]]::createCanvas() {
    // "theMapCanvas" used to find this canonical instance later
@ -1557,7 +1557,12 @
    mMapCanvas->setWhatsThis( tr( "Map canvas. This is where raster and vector "
        "layers are displayed when added to the map" ) );

- setCentralWidget( mMapCanvas );
+ mTabWidget = new QTabWidget(this);
+ mTabWidget->setTabPosition(QTabWidget::East);
+ mTabWidget->addTab(mMapCanvas, tr("2D view"));

    setCentralWidget( mTabWidget );
+
    // set the focus to the map canvas
    mMapCanvas->setFocus();

@ -1653,6 +1658,31 @
    mMapCanvas->refresh();
}

void [[QgisApp]]::addTabWidget( QWidget *page, const QString &label )
{
+ mTabWidget->addTab( page, label );
}

void [[QgisApp]]::addTabWidget( QWidget *page, const QIcon &icon, const QString &label )
{
+ mTabWidget->addTab( page, icon, label );
}

void [[QgisApp]]::insertTabWidget( int index, QWidget *page, const QString &label )
{
+ mTabWidget->insertTab( index, page, label );
}

void [[QgisApp]]::insertTabWidget( int index, QWidget *page, const QIcon &icon, const QString &label )
{
+ mTabWidget->insertTab( index, page, icon, label );
}

void [[QgisApp]]::removeTabWidget( int index )
{
+ mTabWidget->removeTab( index );
}

```

```

QToolBar *QgisApp::addToolBar( QString name ) {
    QToolBar *toolBar = QMainWindow::addToolBar( name );
Index: src/app/qgisappinterface.cpp=====
--- src/app/qgisappinterface.cpp    (revision 10465)
+++ src/app/qgisappinterface.cpp    (working copy)
@ -136,6 +136,11 @
    return qgis->mapCanvas();
}

QTabWidget * [[QgisAppInterface]]::tabWidget()
{
+ return qgis->tabWidget();
}

QWidget * [[QgisAppInterface]]::mainWindow() {
    return qgis;
@ -169,6 +174,31 @
    qgis->removeDockWidget( dockwidget );
}

void [[QgisAppInterface]]::addTabWidget( QWidget *page, const QString &label )
{
+ qgis->addTabWidget( page, label );
}

void [[QgisAppInterface]]::addTabWidget( QWidget *page, const QIcon &icon, const QString &label )
{
+ qgis->addTabWidget( page, icon, label );
}

void [[QgisAppInterface]]::insertTabWidget( int index, QWidget *page, const QString &label )
{
+ qgis->insertTabWidget( index, page, label );
}

void [[QgisAppInterface]]::insertTabWidget( int index, QWidget *page, const QIcon &icon, const QString &label )
{
+ qgis->insertTabWidget( index, page, icon, label );
}

void [[QgisAppInterface]]::removeTabWidget( int index )
{
+ qgis->removeTabWidget( index );
}

void [[QgisAppInterface]]::refreshLegend( [[QgsMapLayer]] *l ) {
    if ( ! l && qgis && qgis->legend() )=====
--- src/gui/qgisinterface.h    (revision 10465)
+++ src/gui/qgisinterface.h    (working copy)
@ -25,6 +25,8 @
class QDockWidget;
class QMainWindow;
class QWidget;

```

```

+class QTabWidget;
+class QIcon;
#include <QObject>
#include <QPair>

@ -104,6 +106,9 @
    /** Return a pointer to the map canvas */
    virtual [[QgsMapCanvas]] * mapCanvas() = 0;

+    /** Return a pointer to the main tab widget /
+    virtual QTabWidget * tabWidget() = 0;
+
    /** Return a pointer to the main window (instance of [[QgisApp]] in case of QGIS) */
    virtual QWidget * mainWindow() = 0;

@ -121,6 +126,21 @
    /** Remove specified dock widget from main window (doesn't delete it). Added in QGIS 1.1. */
    virtual void removeDockWidget( QDockWidget * dockwidget ) = 0;

+    /** Add a tab widget to the main window with label /
+    virtual void addTabWidget( QWidget *page, const QString &label ) = 0;

    /** Add a tab widget to the main window with icon and label /
+    virtual void addTabWidget( QWidget *page, const QIcon &icon, const QString &label ) = 0;

    /** Insert a tab widget to the main window with label /
+    virtual void insertTabWidget( int index, QWidget *page, const QString &label ) = 0;

    /** Insert a tab widget to the main window with icon and label /
+    virtual void insertTabWidget( int index, QWidget *page, const QIcon &icon, const QString &label ) = 0;

    /** Remove specified dock widget from main window (doesn't delete it). Added in QGIS 1.1. /
+    virtual void removeTabWidget( int index ) = 0;
+
    /** refresh the legend of a layer */
    virtual void refreshLegend( [[QgsMapLayer]] *l ) = 0;

```

History

#1 - 2009-04-04 01:12 PM - lynxID -

The patch implement an ability to add tabs.

#2 - 2009-04-22 07:01 AM - Martin Dobias

I would suggest you to modify the patch. With this patch, users will get a tabbed view with tab "2d view" containing map canvas. However in common use case when not using ossim planet plugin, the user has lost several pixels of canvas on every border, moreover it can create some confusion "if this is a 2d view, where are the other views?".

The best option would be to create the tab view only on request on a new tab and to remove the tab view once there's only one remaining tab.

#3 - 2009-11-07 12:30 AM - epifanio -

this a link to download the add_tabs.patch and relative icons needed by the patch :

<http://epifanio@epy.svn.beanstalkapp.com/trunk/icons>
http://epifanio@epy.svn.beanstalkapp.com/trunk/tabs_patches

copy them in : qgis_trunk/images/themes/default

#4 - 2011-12-16 01:58 PM - Giovanni Manghi

- Target version changed from Version 1.7.0 to Version 1.7.4

#5 - 2012-04-15 10:11 AM - Giovanni Manghi

- Target version changed from Version 1.7.4 to Version 2.0.0

#6 - 2012-10-06 02:34 AM - Pirmin Kalberer

- Target version changed from Version 2.0.0 to Future Release - Nice to have

#7 - 2017-05-01 12:42 AM - Giovanni Manghi

- Easy fix? set to No
- Pull Request or Patch supplied set to No

Files

addTabWidget.patch	12.2 KB	2009-04-04	lynxID -
addTabWidget2.patch	11.8 KB	2009-04-23	lynxID -
addTabWidget2.2.patch	14.7 KB	2009-04-24	lynxID -
qgis_tabs.patch	50 KB	2009-05-02	lynxID -
tabs_05-11-09.patch	136 KB	2009-11-06	epifanio -