Toolbar Tab GUI Class

Github Link

```
namespace lc::ui::api
```

Toolbar Tab Constructor

Description

Constructs a toolbar tab gui object. Tab after being constructed needs to be added to the toolbar for it to be visible in the application.

- Toolbar Tab Name - *string*

Examples

- ```
  local tab1 = gui.ToolbarTab("Tab1")
  ```

Add Toolbar Group

Description

Add Toolbar Group to the tab of the given **name** and **width** or by pointer to existing toolbar group. Width is optional and is by default 3 cols long.

- Toolbar Group Label - *string* , Width - *int* (Number of Columns)
  - returns *ToolbarGroup*
- Pointer to Toolbar Group - *ToolbarGroup*

Examples

- ```
  local group1 = tab1:addGroup("Group1")
  ```

- ```
  local group2 = tab1:addGroup("Group2", 4)
  ```

- ```
  local group1 = gui.ToolbarGroup("Group3")
  tab1:addGroup(group1)
  ```

Remove Callback

Description

Remove lua function called associated with the given name. Only named callbacks can be removed.

- Callback name - *string*

Examples

- ```
  item1:removeCallback("message_callback")
  ```

Label

Description

Get and set label for the menu item.

Examples

- ```
  message(item1:label())
  ```

- ```
  item1:setLabel("New Label")
  ```

  ```

Hide and Show

Description

Hide or show the menu item.

Examples

- `item1:hide()`
- `item1:show()`

Position

Description

Get the current menu item position or set the menu item position. Other items are rearranged accordingly.

- New Position - *int*

Examples

- `local pos = item1:position()`
- `item1:setPosition(2)`

Remove

Description

Remove the current menu item from the parent menu.

Examples

- ```
  item1:remove()
  ```

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