

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)`

Find Toolbar Group

Description

Find toolbar group in tab by group label.

- Toolbar Group Label - *string*
 - returns *ToolbarGroup*

Examples

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

Label

Description

Get and set label for the toolbar tab.

Examples

- `message(tab1:label())`
- `tab1:setLabel("New Tab")`

Enable and Disable

Description

Enable or disable the toolbar tab.

Examples

- `tab1:enable()`

- `tab1:disable()`

Remove

Description

Remove the current toolbar tab from the toolbar.

Examples

- `tab1:remove()`

Add Button

Description

Add Toolbar Button to the tab by passing in Toolbar Button object and name of group to add button to.

- Pointer to Toolbar Button - *ToolbarButton* , Toolbar Group Name - *string*

Examples

- `tab1:addButton(button1, "Modify")`

Get Group

Description

Get Toolbar Group by name from the tab.

- Toolbar Group Label - *string*
 - returns *ToolbarGroup*

Examples

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

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