

## ISXEQ2 - Feature - Enhancement #2072

### EQ2UI - Support for 'tabs'

2018-03-30 04:32 AM - Kannkor

<b>Status:</b> Implemented	<b>Start date:</b> 2018-03-30
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b> Provide a way for us to interact with 'tabs'.  Easist one to test with IMO, is the mail window (but ideally would be available to all UI tabs).  Click on a mail box, or type in game: /start_mail  (Possible you have to be a member to use that command).  Just want a way to read/click the tabs.	

#### History

##### #1 - 2018-03-31 01:24 PM - Amadeus

I might try to find some time this summer to look at this, but given that I've already added about everything I could with regard to UI windows, I wouldn't hold my breath that this is going to be possible. I'm sure the function is somewhere, but it could be like finding a needle in a haystack as there won't really be anything "obvious" for me to look for in trying to find it.

##### #2 - 2018-05-29 08:31 AM - Kannkor

Here's a few more EQ2UI stuff. All these use the same window, incase that helps.

EQ2UIPage Missing Access to the Following...

1. TabbedPane

UI For Easy Testing...

In Game use ( Alt+Z ) OR ( or type /togglezonereuse ) to open the UI...

Click on the Dungeon Finder Tab Bottom Left ( The Info Below Relates to this Specific UI...

EQ2UIPage Sample...

echo \${EQ2UIPage[\_HUD,zonereuse].Child[composite,\_HUD.ZoneReuse].Child[1].GetProperty[name]} ( = NULL ) but is Correct as .Child[2] Gives MainPage which is 2nd Child...

eq2ui\_mainhud\_zonereuse.xml Snippet...

```
<-Page version="3.0" UserResizable="true" UserMovable="true" Size="735,482" ScrollExtent="735,482" Name="ZoneReuse"
MinimumSize="735,482" Location="64,135" eq2usescomwndcontrols="true" eq2opensound="ui_window_main_open" Activated="true">
```

```
<TabbedPane Size="724,27" ScrollExtent="724,27" Name="TabPage" Location="5,446" TargetPage="MainPage.TabPages"
Style="/WindowElements.WindowFrame.data.lower_tab_data.tabbed_pane_style" PackSize="absolute,fixed" PackLocation="left,bottom"
DataSource="MainPage.TabSource" ActiveTab="0"/>
```

## 2. Scrollbar

UI For Easy Testing...

In Game use ( Alt+Z ) OR ( or type /togglezonereuse ) to open the UI...

Click on the Dungeon Finder Tab Bottom Left ( The Info Below Relates to this Specific UI...

EQ2UIPage Sample...

```
echo
${EQ2UIPage[_HUD,zonereuse].Child[composite,_HUD.ZoneReuse.MainPage.TabPages.DungeonFinderPage.MainPage.ListPage.Composite].Child
[2].GetProperty[name]} ( = NULL ) but is Correct as _Child[1] Gives ZoneTreeView which is 1st Child...
```

eq2ui\_mainhud\_zonereuse.xml Snippet...

```
-<Composite Size="427,347" ScrollExtent="427,347" Name="Composite" Location="10,10" PackSize="a,a" SpacingType="Fill"
Orientation="Horizontal">
```

```
<TreeView Size="427,347" ScrollExtent="427,347" Name="ZoneTreeView" Style="treestyle" PackSize="absolute,absolute"
BackgroundOpacity="0.000" ToggleChecks="true" SelectionAllowedMultiRow="false" SelectedRowCount="1" SelectedRow="0"
MinimumScrollExtent="427,0" GroupChecks="true" DataSourceContainer="ZoneListDS" BackgroundColor="#000000"/>
```

```
<Scrollbar Size="22,347" ScrollExtent="22,347" Name="Scroll" MinimumSize="22,60" Location="405,0"
Style="/CommonElements.ScrollbarVertical.data.style" PackSize="fixed,absolute" PackLocation="right,top" Visible="false" MaximumSize="22,16384"
HidelfUnnecessary="true" Control="ZoneTreeView" ArrowPressSound="sounds/button"/>
```

```
</Composite>
```

## 3. TreeView

UI For Easy Testing...

In Game use ( Alt+Z ) OR ( or type /togglezonereuse ) to open the UI...

Click on the Dungeon Finder Tab Bottom Left ( The Info Below Relates to this Specific UI...

EQ2UIPage Sample...

```
echo
${EQ2UIPage[_HUD,zonereuse].Child[composite,_HUD.ZoneReuse.MainPage.TabPages.DungeonFinderPage.MainPage.ListPage.Composite].Child
[1].GetProperty[name]} ( = ZoneTreeView ) which is Correct But can not Progress any Further...
```

eq2ui\_mainhud\_zonereuse.xml Snippet...

```
-<Composite Size="427,347" ScrollExtent="427,347" Name="Composite" Location="10,10" PackSize="a,a" SpacingType="Fill"
Orientation="Horizontal">
```

```
<TreeView Size="427,347" ScrollExtent="427,347" Name="ZoneTreeView" Style="treestyle" PackSize="absolute,absolute"
BackgroundOpacity="0.000" ToggleChecks="true" SelectionAllowedMultiRow="false" SelectedRowCount="1" SelectedRow="0"
MinimumScrollExtent="427,0" GroupChecks="true" DataSourceContainer="ZoneListDS" BackgroundColor="#000000"/>
```

```
<Scrollbar Size="22,347" ScrollExtent="22,347" Name="Scroll" MinimumSize="22,60" Location="405,0"
Style="/CommonElements.ScrollbarVertical.data.style" PackSize="fixed,absolute" PackLocation="right,top" Visible="false" MaximumSize="22,16384"
HidelfUnnecessary="true" Control="ZoneTreeView" ArrowPressSound="sounds/button"/>
```

</Composite>

**#3 - 2019-12-31 02:11 PM - Amadeus**

- *Status changed from New to Implemented*

Added in 20191219.0017

**Files**

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MailWindow-Tabs.PNG	163 KB	2018-03-30	Kannkor
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