ALLAN THRAEN | 🕐 16 years ago | 📄 PDF | 💬

NEAT TRICK: MODIFYING EDIT MODE TABS

Last week Johan Olofsson showed me a cool trick that I figured should be passed on. It's a fun little hack that I've already found useful a number of times.

Problem: You are annoyed with main tabs in edit mode ("View", "Edit", ...). Maybe you want remove one of them (perhaps the "Statistics" that no-one seems to use) or maybe you want to have the "Edit" tab be the default tab when you select a page instead of the "View". In my case, I had made a page provider (that I'll share later) that produced some pages which were really data containers, and which I was too lazy to make actual templates for, so I had no need for the "View" tab at all.

The trick is to make a GuiPlugin, that's not really a GuiPlugin. Instead it just makes sure to attach to the LoadComplete event of the editPanel (to which we register it) and then in that event modify the existing Tabs.

```csharp
using System;
using System.Linq;
using System.Web;
using System.Web.UI;
using System.Web.UI.WebControls;
using System.Xml.Linq;

using EPiServer.Core;              // addref: EPiServer.dll
using EPiServer.PlugIn;            // addref: EPiServer.dll
using EPiServer.DataAbstraction;// addref: EPiServer.dll
using EPiServer.UI.Edit;           // addref: EPiServer.UI.dll
using EPiServer.UI.WebControls; // addref: EPiServer.UI.dll
```

Notice that you don't need to create a full .ascx in order to make a GuiPlugin – as long as you never try to show it (which is why we have the CustomPluginLoader return an empty array).

The challenge in this code is if you want to change / modify tabs that's not the "View" tab – because the "View"-tab is the only tab you can be sure is at position 0. In fact, you would have to iterate through all the tabs and look on their PluginID or similar to find the ones you want to modify.