Hello,

I've created a custom control and have the chicken/egg problem I think. My new control uses a layout. Thus, I have created a new layout in my main applications .lay file named DxccLayout.

I then created DxccWidget.h and DxccWidget.cpp files. The .h file currently looks like:


```
#ifndef _SmartLog_DxccWidget_h_
#define _SmartLog_DxccWidget_h_

class DxccWidget : public WithDxccWidgetLayout<ParentCtrl>
{
private:

public:
 typedef DxccWidget CLASSNAME;

 DxccWidget();
};

#endif
```


My main window uses this widget. So, the problem is that the layout file will not compile because it does not know about the custom control DxccWidget. When I include DxccWidget.h before the layout file, it fails to compile as it will not compile without knowing about the DxccLayout defined in the .lay file.

How is this normally handled?

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