
Subject: Re: Custom Control

Posted by [koldo](#) on Sun, 25 Jul 2010 06:52:04 GMT

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Hello Jeremy

I am not fully sure about your question.

If I need to include in a .lay file class a ctrl designed in another .lay file, I do this:

Imagine in Small.lay file it is designed a ctrl used in Big.lay, so, Package.h file contains:

```
#define LAYOUTFILE <MyProject/Small.lay>
```

```
#include <CtrlCore/lay.h>
```

```
struct SmallClass : WithSmallClass<ParentCtrl> {  
    typedef SmallClass CLASSNAME;
```

```
    SmallClass();
```

```
    ...
```

```
};
```

```
#define LAYOUTFILE <MyProject/Big.lay>
```

```
#include <CtrlCore/lay.h>
```

```
struct BigClass : WithBigClass<ParentCtrl> {  
    typedef BigClass CLASSNAME;
```

```
    BigClass();
```

```
    ...
```

```
};
```