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Subject: Re: How to add controls from bazaar in my apps ?

Posted by [Anonymous](#) on Fri, 11 Feb 2011 13:46:11 GMT

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Hi,

You're missing `#include <Controls4U/Controls4U.h>` in `TestEditFile.h`

```
//...
```

```
#include <CtrlLib/CtrlLib.h>
```

```
#include <Controls4U/Controls4U.h>
```

```
using namespace Upp;
```

If you use some widget in `*.lay` files then you'll have to get it into the scope (include it's file) before `*.lay` include.

```
// I.e.:
```

```
#include <SomeHeader>
```

```
// SomeWidget will be used in .lay file
```

```
#define LAYOUTFILE <testEditFile/testEditFile.lay>
```

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

Andrei

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