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

Posted by [koldo](#) on Fri, 11 Feb 2011 22:19:39 GMT

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Hello Beji

Welcome back!

AFAIK, Controls4U.h include can be before or after namespace. In fact, in Controls4U_demo, it is after namespace.

As Andrei says, it is necessary to put it before this:

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

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

```
, because testEditFile.lay uses classes declared in CtrlLib.h and Controls4U.h.
```
