
Subject: Name clash between Control4U and OpenCV

Posted by [Zbych](#) on Sat, 12 May 2012 14:32:18 GMT

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Hi,

Booth openCV library and SliderCtrlX use the same constant BORDER_SIZE. I have proposition to replace defines from SliderCtrlX with const values (SliderCtrlX.h):

```
#define BORDER_SIZE 2
#define BORDER1 BORDER_SIZE
#define BORDER2 ( 2 * BORDER_SIZE )
```

```
class SliderCtrlX : public Ctrl {
```

```
    static const int BORDER_SIZE = 2;
    static const int BORDER1 = BORDER_SIZE;
    static const int BORDER2 = 2 * BORDER_SIZE;
    [...]
```