

Hello Edward,

Your problem is easy to solve ;) You will need to use "namespace Upp".

SimplyDemo.h:

```
#ifndef _SimpleDemo_SimpleDemo_h
#define _SimpleDemo_SimpleDemo_h

#include <CtrlLib/CtrlLib.h>

NAMESPACE_UPP // <- Remember to start "namespacing" ;) before LAYOUTFILE

#define LAYOUTFILE <SimpleDemo/SimpleDemo.lay>
#include <CtrlCore/lay.h>

class SimpleDemo : public WithSimpleDemoLayout<TopWindow> {
    void AddItem();
public:
    typedef SimpleDemo CLASSNAME;
    SimpleDemo();
};

END_UPP_NAMESPACE

#endif
```

Comment: Remember not to use "using namespace Upp" in your header file. Macro NAMESPACE_UPP equals "namespace Upp {" and "END_UPP_NAMESPACE" equals "}".

SimplyDemo.cpp:

```
#include "SimpleDemo.h"

using namespace Upp; // <- We want to use Upp components.

SimpleDemo::SimpleDemo()
{
    CtrlLayout(*this, "Shopping List");
    Sizeable().Zoomable();
    arrList.AddColumn("Item"); // Add a column titled "Item"
    arrList.Removing(); // Gives us a right-click menu to delete rows
    btnAdd <<= THISBACK(AddItem); // Uses a callback to link the button to the function
```

```
}

void SimpleDemo::AddItem()
{
    arrList.Add(~strItem); // The ~ operator calls the object's GetData() function
    strItem <=<= Null; // Manually clear the item
}

GUI_APP_MAIN
{
    SimpleDemo().Run();
}
```

Here you will need to use "using namespace Upp", because you are using Upp components here. Event "GUI_APP_MAIN" macro is in Upp namespace.

Sincerely,
Klugier
