
Subject: Re: Layout editor, where's the ColorPusher and other magical types???

Posted by [Klugier](#) on Fri, 28 Apr 2017 19:56:17 GMT

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Hello,

It is not the magic that you could add custom class in layout editor. By custom I understand that controls that doesn't have it's own representation in the usc file. To add that controls please do following steps:

1. Click on the layout editor and select "User class" option (first from the top).
2. Select the name for that control - you want ColorPusher - no problem call it like this.

* The user class must be decelerated before including layout file to work properly. Otherwise, you will have compilation error.

I checked that ColorPusher is part of the CtrlLib, so it should be embedded in the usc file of CtrlLib package. If somebody wants to help on this task - please fell free to published patch. I created following redmine topic to track this feature - #1698 (Not critical with low priority).

Sincerely,
Klugier
