
Subject: Re: Extending an existing widget...

Posted by [dolik.rce](#) on Mon, 03 Dec 2018 05:57:16 GMT

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Hi Peter,

Silly guess: The EditValue (and everything else in U++ :)) is defined in namespace Upp. Your code snippet doesn't mention this, so maybe you forgot to use the namespace:

Upp::EditValue<Upp::WString, Upp::convertString>? Or wrap the whole thing in namespace Upp { ... }, but that would define your ExtendedEdit in Upp namespace as well, which might not be exactly what you want.

Best regards,
Honza
