
Subject: Re: .lay / .usc namespace

Posted by [Klugier](#) on Sat, 31 Oct 2020 19:28:12 GMT

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Hello Mirek,

That's great news! I would like to ask will it work with chain namespace from C++17:

```
namespace MyApplication::HelperWidgets {  
    // ...  
}
```

or in the similar situation for previous standards:

```
namespace MyApplication { namespace HelperWidgets {  
  
}  
}
```

So, in .usc file following declaration should be valid:

```
namespace MyApplication::HelperWidgets;
```

I also saw following hack in the code:

```
String CurrentNamespace; // this is ugly hack, but better than rewrite everything
```

The whole file when the function is used is relatively simply, so why not just extract class and put current namespace as variable? Should be easy and we will have better/cleaner (easier to maintain) code in that place.

Klugier
