
Subject: NTL_MOVEABLE and other namespaces
Posted by [cbpporter](#) on Sat, 24 Sep 2011 07:14:50 GMT
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While working with Irrlicht, I had to use some structures with Vector and trying:

```
NTL_MOVEABLE(irr::video::S3DVertex);
```

Causes compilation errors.

The solution is to use explicit namespace structure:

```
namespace irr {  
  namespace video {  
    NTL_MOVEABLE(S3DVertex);  
  }  
}
```

Just though that this might be a tip for some people working with third party libraries, especially since the behavior is not identical in MSC and GCC.
