## Subject: Name clash between Control4U and OpenCV
Posted by Zbych on Sat, 12 May 2012 14:32:18 GMT

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Hi,

Booth openCV library and SliderCtrlX use the same constant BORDER_SIZE. I have proposition to replace defines from SliderCtrlX with const values (SliderCtrlX.h):

```
#define  BORDER_SIZE  2
#define  BORDER1  BORDER_SIZE
#define  BORDER2  ( 2 * BORDER_SIZE )


class SliderCtrlX : public Ctrl {

 static const int BORDER_SIZE = 2;
 static const int BORDER1 = BORDER_SIZE;
 static const int BORDER2 = 2 * BORDER_SIZE;
[...]
```

## Subject: Re: Name clash between Control4U and OpenCV
Posted by koldo on Sat, 12 May 2012 19:55:05 GMT

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Thank you Zbych

Hello Jibe: It is good for you?.

## Subject: Re: Name clash between Control4U and OpenCV
Posted by Zbych on Wed, 16 May 2012 06:30:15 GMT

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When do you plan to commit changes to SVN?

## Subject: Re: Name clash between Control4U and OpenCV
Posted by koldo on Wed, 16 May 2012 07:20:34 GMT

Hello Zbych

It seems I have read your mind .

Jibe (the SliderCtrlX author) seems to be not available and your changes seem very reasonable so they will be uploaded today (UTC hour)

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Subject: Re: Name clash between Control4U and OpenCV
Posted by koldo on Thu, 17 May 2012 10:49:47 GMT

Uploaded.

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