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

Posted by [ptkacz](#) on Fri, 28 Apr 2017 19:40:31 GMT

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The GoeFun demo that comes with U++, within the layout editor, within the type column, lists the type, ColorPusher, named LineColor. Wanting something similar, within my own project, the ColorPusher type doesn't appear listed. Even if one right clicks on the GeoFun layout, making sue of the right click context drop-down, the type does not list. Where do some types magically come from? Is this one of those things that one has to manually edit in the actual layout source text?

Peter

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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

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

Posted by [ptkacz](#) on Sun, 30 Apr 2017 04:57:15 GMT

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Thanks Klugier.

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