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Subject: Re: Help with a possible design problem?  
Posted by [snap2000](#) on Fri, 02 Feb 2007 23:01:18 GMT  
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So, basically pass it to the Ball constructor? That seems simple enough.

But what about larger projects? Will I have to do this all the time? That could get messy.

For now, though. This seems like a great solution for such a simple and isolated problem, thanks.

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