
Subject: Constructor with parameter

Posted by [michael](#) on Mon, 14 May 2007 05:56:16 GMT

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I have a class that creates a Dialog:

```
class EditDialog : public TopWindow
{
    Button b;

    void DoClose()
    {
        Close();
    }

public :

    typedef EditDialog CLASSNAME;

    EditDialog()
    {
        SetRect(0, 0, 200, 50);
        Title("Eintrag editieren");
        Add(b.SetLabel("Close EditDialog").SizePos());
        b <<= THISBACK(DoClose);
    }
};
```

And i have to constructors:

```
EditDialog createdDlg;
EditDialog editDlg;
```

How can i use variables when creating a new EditDialog? For example:

I want to create a new EditDialog newDlg with a different Title? Can i deliver a String with the constructor like this?

```
EditDialog newDlg(String Title);
```

Michael
