
Subject: Re: Constructor with parameter

Posted by [mirek](#) on Mon, 14 May 2007 08:07:32 GMT

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

    void DoClose()
    {
        Close();
    }

public :

    typedef EditDialog CLASSNAME;

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

The question is whether it is worth the trouble.

In most cases, calling the Title method is as complicated as this.

Mirek
