
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
