
Subject: Re: Constructor with parameter

Posted by [Zardos](#) on Mon, 14 May 2007 09:32:16 GMT

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I guess in the example from luzr you can not construct the two dialogs with different titles as members directly:

```
class MainDialog : public TopWindow
{
    ....

    // Does not work!
    EditDialog createDlg("Neuen Eintrag erstellen");
    EditDialog editDlg("Eintrag editieren");
    ....
};
```

Instead I would just call the Title function in the constructor in MainDialog:

```
class MainDialog : public TopWindow
{
    MainDialog()
    {
        createDlg.Title("Neuen Eintrag erstellen");
        editDlg.Ttile("Eintrag editieren");
    }
    ....

    EditDialog createDlg;
    EditDialog editDlg;
    ....
};
```
