
Subject: Re: Constructor with parameter

Posted by [mr_ped](#) on Mon, 14 May 2007 19:46:21 GMT

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I case you go for quick hack I would rather test the pointer of object with &createDlg memory address, than title strings.

But where do you need these tests? Maybe you can avoid this completely (even with same class for both dialogs, or with very simple two wrapper classes derived from original class with just few functions overloaded).

Usually every time you finish writing some code, you can immediately write "second" version which will be much better.
