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Subject: Re: global singleton object ?

Posted by [John-David T. Smith](#) on Wed, 03 Oct 2001 18:18:39 GMT

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"Pavel A. Romashkin" wrote:

>

>> As for why a singleton is useful, just wait til IDL is multithreaded. When

>> you

>> have multiple processes that need acces to information (info that can be

>> changed by the user) then a singleton object is very nice! Very Very Nice.

>

> That probably will depend on what is allowed to be global between the

> threads. My singleton relies on a function being global, and heap memory

> addresses being global, too. Will each thread use separate heap

> addressing? Now, that and the synchronization of the threads is a

> separate can of worms that I have no knowledge about. It is almost the

> same as distributed computing, isn't it?

>

I think the idea of what multi-threading will bring is getting a bit carried away. I fully expect it to be limited to RSI-controlled code, and not configureable by the user. I.e., I don't suspect you'll be able to craft your own thread-aware routines, but rather rely on the internal multi-threading of certain built-in routines for increased speed.

Someone please correct me if I'm wrong.

JD

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