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Subject: Re: global singleton object ?

Posted by [Pavel A. Romashkin](#) on Wed, 03 Oct 2001 17:36:12 GMT

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- > 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?

Pavel

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