
Subject: Re: passing parameters from base to base
Posted by [Stein Vidar Hagfors H\[2\]](#) on Mon, 02 Dec 2002 17:05:50 GMT
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JD Smith <jdsmith@as.arizona.edu> writes:

[...]

- > Any suggestions much appreciated. Another option is to publish
- > "capabilities" or lists of potential messages sent in a common block
- > of some kind, but that gets complicated with many multiples of the
- > same type of object on the global stack.

Ah, J.D., J.D.!

I was about to send a very useful piece of code to build on for you, but then I discovered the file header:

```
.***** Singleton Abstract Class -- must be inherited
;
.*****
;Written by J.D. Smith
;Added VARIANT code, S.V.H. Haugan
;Added methods ALL_SINGLETONS(), PICK_SINGLETON()
```

You?!

Isn't what you need (to disguise the ugly common block ;-) exactly a singleton object which acts more or less like an Xmanager object?

I've also added some code to your singleton object (*years* ago, so if you've kept modernizing your code it might take a little bit of work to join the two) to allow "variants": Instead of having to create new classes for each darn singleton (i.e., write actual code just to have one functionally similar but conceptually different object), you can create named variants of a singleton, and each named variant is effectively a new singleton class.

Send me an email if you're interested, you'll have the code in no time (NB: warranty period is long expired for my additions, I'll try my best if you have problems, but cannot promise anything ;-)

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