Subject: Re: singleton usage Posted by JD Smith on Tue, 21 Feb 2006 18:28:25 GMT View Forum Message <> Reply to Message

On Tue, 21 Feb 2006 15:47:26 +0100, Antonio Santiago wrote:

- > vcarlos wrote:
- >> Hi Antonio,

>>

- >> I saw the system variable singleton implementation, but what I am in
- >> doubt is about the usage of the pattern itself. Since everytime I need a
- >> reference to the singleton object in my objects I need to call a
- >> myObject = Singleton() statement, or initialize an attribute in every
- >> object needing a reference to the singleton. But what if I just create a
- >> read only system variable and use it over my whole program? (this
- >> variable would be an instance of my "singleton" class)

>>

- > Ok sorry, I don't understand you in the first email. Yes, I think you can
- > do it, but this is a convention that you use in your program. Then you
- > need to document very well that variable XXX is a "reference" to a
- > singleton object in your whole application.

Using a singleton generator is easy (see various threads dating back several years). As far as preventing rogue "obj\_new()" calls, you can also check the common block or system variable explicitly in the Init function and generate an error if anyone uses it directly (except for the first call).

JD