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Subject: Re: singleton usage

Posted by [Antonio Santiago](#) on Tue, 21 Feb 2006 13:58:04 GMT

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vcarlos wrote:

> Hi all,

>

> maybe it is the dumbiest question of all time about singleton, but

> since I am in doubt, is better ask than keep it :)

>

> When you define a singleton object, everywhere in the program you use

> it you must call something like this: myObject = Obj\_New('Singleton'),

> and then myObject will point to the same instance created before. That

> is fine to me, but what I have doubt is about the usage of this feature

> in my program, since everytime I want access that object I will need to

> write the same statement above, or set an attribute in a class to point

> to the singleton instance, right?

>

> What if, instead of doing that, I create an read only system variable

> holding the object that I want use over the program?

>

One of possible implementations of a Singleton in IDL uses a system

variable to hold the object reference. Other solution uses a common block.

> I know I lost some features, but is not it more useful?

>

> Well, that is it. Thanks

>

> (sorry about my english)

>

> Vinicius

>

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Antonio Santiago Piñerez

( email: [santiago@grahi.upc.edu](mailto:santiago@grahi.upc.edu) )

( www: <http://www.grahi.upc.edu/santiago> )

( www: <http://asantiago.blogspot.org> )  
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GRAHI - Grup de Recerca Aplicada en Hidrometeorologia

Universitat Politècnica de Catalunya  
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