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Subject: singleton usage

Posted by [vcarlos](#) on Tue, 21 Feb 2006 13:34:27 GMT

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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?

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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