Subject: Re: Window without title bar
Posted by mr_ped on Thu, 14 Feb 2008 15:15:10 GMT
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Basically it's useless if you have other means of creating single local instance of certain class. Singleton's are replacement for global variables in pure-object languages where globals are "impossible", I'm not sure why singleton's concept got as far as into C++, where globals are possible.
Not that I suggest to use global variables, avoid them as much as possible, but if you need a global, I don't think there's big reason to mask them as singleton.

Anyway, I can't recall *ever* to use one in C++.