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Utility class to make inheriting types singletons.

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Utility class to make inheriting types singletons.

Class DontCreateNewSingleton<T>

Namespace: Uralstech.Utils.Singleton

Utility class to make inheriting types singletons.

```
public class DontCreateNewSingleton<T> : MonoBehaviour where T : Component
```

Type Parameters

T

The type to be made a singleton.

Inheritance

System.Object ← DontCreateNewSingleton<T>

Remarks

Unlike Singleton<T>, this does not create a new instance of T if there are no existing ones.

Properties

HasInstance

Is there an existing instance of type T?

```
public static bool HasInstance { get; }
```

Property Value

bool

Instance

The active instance of type T.

```
public static T Instance { get; protected set; }
```

Property Value

T

Methods

Awake()

```
protected virtual void Awake()
```

Class Singleton<T>

Namespace: Uralstech.Utils.Singleton

Utility class to make inheriting types singletons.

```
public class Singleton<T> : MonoBehaviour where T : Component
```

Type Parameters

T

The type to be made a singleton.

Inheritance

System.Object ← Singleton<T>

Properties

HasInstance

Is there an existing instance of type T?

```
public static bool HasInstance { get; }
```

Property Value

bool

Remarks

If there is no set instance, this will try to find them. If more than one instance is found, the extra instances are deleted.

Instance

The active instance of type T.

```
public static T Instance { get; }
```

Property Value

T

Remarks

If there is no set instance, this will try to find them. If more than one instance is found, the extra instances are deleted. If none are found, a new instance is created.