Accessing the Scroll class from a ScrollObject

Being able to access common functions in the Scroll class is pretty essential in a Orx/Scroll based game. The `Scroll` class provides a singleton which can be accessed from anywhere in a `ScrollObject` class:

```
MyClass::GetInstance()
```

Imagine for a second that you had a function in your `Scroll` class to update a score. Collisions using `OnCollide` in the various instances of ScrollObject(s) might all need to update the score with different values.

Let's say the score function looks like this in the MyGame `Scroll` class:

```
void MyGame::AddToScore(int points) {
    score += points;
}
```

And say we had a Hero `ScrollObject` class which happened to collide with a Coin `ScrollObject` class:

```
orxBOOL Hero::OnCollide(ScrollObject *_poCollider,
                        orxBODY_PART *_pstPart,
                        orxBODY_PART *_pstColliderPart,
                        const orxVECTOR &_rvPosition,
                        const orxVECTOR &_rvNormal)
{

    if (_poCollider == orxNULL) {
        return;
    }

    const orxSTRING colliderName = _poCollider->GetName();

    if (orxString_Compare(colliderName, "Coin") == 0)
    {
        MyGame::GetInstance().AddToScore(100);
    }

    return orxTRUE;
}
```

The main point is that once the collision is detected, we can update the score in the Scroll class using the singleton:

```
MyGame::GetInstance().AddToScore(100);
```

That's all there is to it.

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