
Subject: NEW: Dispatcher (templateable dispatcher helper for MVC pattern and more)

Posted by [kohait00](#) on Fri, 09 Jul 2010 11:24:23 GMT

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hi guys,

introducing here is the Dispatcher class, a templateable dispatcher with easy / simple / small interface (it a dispatcher, period).

```
template <class T>
class Dispatcher;
```

imagine cases where you need to pass object of information around, and have multiple destinations, maybe spread on various sheets of GUI, use Dispatcher to link them together and to forward stuff.

a class can have multiple

```
class MyCtrl
: EditInt
, public Dispatchable<Value>
, public Dispatchable<int>
```

interfaces, needs to implement a

```
virtual void Dispatch(const T & o, unsigned param);
```

while param is just forwarded, Dispatcher does not care about it.

so the Dispatcher has got the same interface and just calls the same thing on each and every registered receipient.

it can use VectorMap internally, to help you access your stuff.

there is also a

```
class DispatcherGen;
```

a generic dispatcher, that can accept all types of Dispatchable<T> and dispatches only to supported instances.. it makes use of Any<> functionality, a genius class in Upp, just like One<> (not used here:)

the contained test applications demonstarete the use. there is not much to add as of documentations, it's a simple small class.

maybe you like it and add it to Bazaar.

cheers

File Attachments

1) [Dispatcher.rar](#), downloaded 261 times
