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## Subject: Something wrong with Dispatcher?

Posted by [bushman](#) on Tue, 31 Jul 2012 20:42:04 GMT

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I created a class that includes a Dispatcher obj

```
class MyClass {
public:
    MyClass() {}
    ...
    Dispatcher<String> disp;
};
```

, which I included in my app.

Now I'm getting following fatal error when shutting down app:

Quote:Assertion failed in c:\upp\bazaar\Dispatcher.h, line 51 dests.IsEmpty()

Line 51 gives me Dispatcher destructor:

```
virtual ~Dispatcher() { ASSERT(dests.IsEmpty()); }
```

I assume error is due to dests not cleared before Dispatcher obj destruction. So I included destructor to MyClass, to perform just that:

```
class MyClass {
public:
    MyClass() {}
    ~MyClass() { disp.Clear(); }
    ...
    Dispatcher<String> disp; // line 35
};
```

Next I got the following compiler error:

Quote:

c:\upp\bazaar\dispatcher\Dispatcher.h(60) : error C2228: left of '.Unregister' must have class/struct/union

type is 'Dispatchable<T> '

with

[

T=Upp::String

]

did you intend to use '->' instead?

c:\upp\bazaar\dispatcher\Dispatcher.h(60) : while compiling class template member function  
'void Dispatch

er<T>::Clear(void)'

with

[

```

    T=Upp::String
]
c:\myapps\MyApp\MyClass.h(35) : see reference to class template instantiation 'Dispatcher<
T>' being compiled
with
[
    T=Upp::String
]

```

```

template <class T>
class MyDispatcher : public Dispatcher<T>
{
public:
    MyDispatcher() {}
    ~MyDispatcher() {
        const VectorMap<unsigned,Dispatchable<T>*>& dests=GetDests();
        while(dests.GetCount()>0) dests[0]->UnregisterAll(); // * NOTICE '->' INSTEAD OF '.' IN
Dispatcher.h CODE!!??
    }
};

```

Now, replacing Quote:Dispatcher<String> disp by Quote:MyDispatcher<String> disp compiles perfectly and solves the issue completely.  
Anyone else having the same??

Tks.

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