
Subject: Re: Something wrong with Dispatcher?
Posted by [bushman](#) on Tue, 31 Jul 2012 23:26:02 GMT
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Dispatcher.h line 60 looks like

```
void Clear() { while(dests.GetCount()>0) dests[0].Unregister(); }
```

Shouldn't it be changed to

```
void Clear() { while(dests.GetCount()>0) dests[0]->UnregisterAll(); }  
instead? And what about Dispatcher destructor? Wasn't it supposed to call Clear() before  
returning?
```

Tks!
