
Subject: Re: Something wrong with Dispatcher?
Posted by [kohait00](#) on Mon, 01 Oct 2012 20:03:07 GMT
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finally i remembered Dispatcher..
sorry for the delay, hope you've been fine with your fix so far.

here comes the reason.

compiling with MSC i did not instantiate Clear method anywhere.
but you were right. to make sure the Dispatcher is empty, one either needs to Clear it manually, or
to destroy the Dispatchables first (they will unlink themselves).

a Dispatchable can be destination to multiple sources, so doing an UnregisterAll in the Dispatcher
would break that. one must unregister the current dispatcher only

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

i'll commit the changes..
