
Subject: Something wrong with Dispatcher?

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

[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: Something wrong with Dispatcher?
Posted by [bushman](#) on Tue, 31 Jul 2012 23:26:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

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!

Subject: Re: Something wrong with Dispatcher?
Posted by [kohait00](#) on Fri, 31 Aug 2012 08:17:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

hi kropniczki

been on vacation, sorry...
i'll check that issue and get back to you soon..

Subject: Re: Something wrong with Dispatcher?
Posted by [kohait00](#) on Mon, 01 Oct 2012 20:03:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

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..

Subject: Re: Something wrong with Dispatcher?
Posted by [bushman](#) on Wed, 03 Oct 2012 01:13:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, thank you for your reply. So far I'm doing fine with my fix, but I'll compile your commit later
(kinda busy right now) and let you know if something odd comes up during compilation.

Hope you had a good time on vacation

Subject: Re: Something wrong with Dispatcher?
Posted by [kohait00](#) on Wed, 03 Oct 2012 19:48:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

great time in canada
