Can we do better?

```cpp
class RealTimeAsyncUpdater::RealTimeAsyncUpdateDispatcher    : private HighResolutionTimer,
                                                              private AsyncUpdater
{
public:
    RealTimeAsyncUpdateDispatcher()
    {
        startTimer (5);
    }

    ~RealTimeAsyncUpdateDispatcher()
    {
        cancelPendingUpdate();
    }

    void add (RealTimeAsyncUpdaterMessage&);
    void remove (RealTimeAsyncUpdaterMessage&);

private:
    void hiResTimerCallback() override
    {
        triggerAsyncUpdate();
    }

    void handleAsyncUpdate() override
    {
        serviceUpdaters();
    }

    void serviceUpdaters();

    CriticalSection lock;
    Array<RealTimeAsyncUpdaterMessage*> updaters;
};
```