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Subject: : AmigaOS4

Topic: : WookieChat 2.12 (27.01.10)

Re: WookieChat 2.12 (27.01.10)

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@all

Is it safe to replace NEWLIST macro from SDK to NewList((struct List\*)l) ? Why i ask, it because i do that change in wookiechat, as it use NEWLIST macro in few places, which give me:

error: request for member 'lh\_Head' in something not a structure or union

error: request for member 'lh\_Tail' in something not a structure or union

error: request for member 'lh\_Tail' in something not a structure or union

error: request for member 'lh\_TailPred' in something not a structure or union

error: request for member 'lh\_Head' in something not a structure or union

For example that testcase just fail:

```
#include <proto/exec.h>
#include <exec/lists.h>
```

```
int main()
{
    NEWLIST(NULL);
}
```

So i doing that:

```
#include <proto/exec.h>
#include <exec/lists.h>
```

```
#undef NEWLIST
#define NEWLIST(l) NewList((struct List*)l)
```

```
int main()
{
    NEWLIST(NULL);
}
```

Is it ok? I just not sure why it fail on os4 at all. I find it in the exec/lists.h , and that looks like this:

```
#define NEWLIST(x)
do{
    (x).lh_Head    = (struct Node *) &(x).lh_Tail;
    (x).lh_Tail    = NULL;
    (x).lh_TailPred = (struct Node *) &(x).lh_Head;
}while(0)
```