
Subject: : AmigaOS4

Topic: : WookieChat 2.12 (27.01.10)

Re: WookieChat 2.12 (27.01.10)

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URL:

@TSK

Aga good, there is how i compile it if we want to deal with it fast:

1. our own makefile, system_amigaos4.h and missing os4.h where we describe DoSuperNew and stccpy (last one not need it, but i just take file from my old project)

They attached at bottom. Also libaos4deps.a, which have inside code of DoSuperNew and stccpy

2. in WookieChat.CD

change in MSG_MUICLASS_WINDOWIGNORELIST_INFO (//)

<<Join>> to have non strage characters on " "

3. functions.c

need to change

```
struct GfxBase      *GfxBase;
```

on

```
struct Library      *GfxBase;
```

also change:

```
LIBMACRO( "graphics.library" , 0, 0 , GfxBase , IGfx ),
```

on

```
LIBMACRO( "graphics.library" , 0, 0 , GfxBase , IGraphics ),
```

also change:

```
LIBMACRO( "dos.library" , 0, 0 , DOSBase , IDos ), /* now all other stuff */
```

on

```
LIBMACRO( "dos.library" , 0, 0 , DOSBase , IDOS ), /* now all other stuff */
```

4. muiclass_network.c , muiclass_serverlist.c and muiclass_messageinput.c

after includes add:

```
#ifdef __amigaos4__
```

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

5. locale.c

There is error when was added amigaos4 ifdef to Locale_Open function (they forgot to add closed bracketed). So whole function now:

```
BOOL Locale_Open( STRPTR catname, ULONG version, ULONG revision)
{
    if( ( LocaleBase = (APTR) OpenLibrary( (_ub_cs) "locale.library",0 ) ) ) {
#ifdef __amigaos4__
        extern struct LocaleIFace *ILocale;
        if( ( ILocale = (struct LocaleIFace *) GetInterface( LocaleBase, "main", 1, NULL ) ) ) {
#endif
            RemLibrary( (struct Library *) LocaleBase );
            if( ( locale_locale = OpenLocale( NULL ) ) ) {
                if( ( locale_catalog = OpenCatalogA( locale_locale, catname, TAG_DONE ) ) ) {

                    if( locale_catalog->cat_Version == version &&
                        locale_catalog->cat_Revision == revision ) {
                        return( TRUE );
                    }
                    CloseCatalog( locale_catalog ); /* so close catalog */
                    locale_catalog = NULL; /* and use default (if present) */
                }
            }
        }
#ifdef __amigaos4__
    }
#endif
    return FALSE;
}
```

And add 2 || defined(__amigaos4__) at the same place where morphos and aros

6. memorytracking.c

```
#ifdef __amigaos4__
#undef NEWLIST
#define NEWLIST(l) NewList((struct List*)l)
#endif
```

and put #include "memorytracking.h"
after #include "debug.h", not before.

And there is files about which i told at begining:

<http://kas1e.mikendezign.com/aos4/wookie/>

Feel free to post there if you have any problems with.

I also do some more debug yesterday, and its indeed crashes on that line with AllocVec. Strangely enough, as i once replace it on something like AllocVec(150, MEMF_ANY), it start kind of work with some DSI's , so problem is parameters which passed to, and i think it is "MP_NETWORK_SERVERMESSAGESENDMSG *msg" , as class and objects values in debug whows fine.