
Subject: : AmigaOS4

Topic: : WookieChat 2.12 (27.01.10)

Re: WookieChat 2.12 (27.01.10)

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Date: : 2017/1/7 21:04:48

URL:

@Capehill

Checked at top of function, yes, seems so.

I also do check MM_ChannelAlloc and MM_ChannelFind, and it fill all values properly. I added some more debug in all the places:

```
muiclass_network.c (684) MM_ServerMessageSendProc() - Class: 0x3e542510 Object: 0x3d9b4d90
muiclass_network.c (180) MM_ServerConnectAuto() - Class: 0x3e542510 Object: 0x3d9b4d90
muiclass_network.c (311) MM_ServerAlloc() - Class: 0x3e542510 Object: 0x3d9b4d90
muiclass_network.c (283) MM_ServerFind() - Class: 0x3e542510 Object: 0x3d9b4d90
muiclass_network.c (1099) MM_ChannelAlloc() - Class: 0x3e542510 Object: 0x3d9b4d90
muiclass_network.c (1070) MM_ChannelFind() - Class: 0x3e542510 Object: 0x3d9b4d90
DEBUGNEW: we in the AllocVec in the ChannelAlloc!
DEBUGNEW: msg->Name is Freenode
DEBUGNEW: c->c_Name is Freenode
muiclass_network.c (1099) MM_ChannelAlloc() - Class: 0x3e542510 Object: 0x3d9b4d90
muiclass_network.c (1070) MM_ChannelFind() - Class: 0x3e542510 Object: 0x3d9b4d90
DEBUGNEW: we in the AllocVec in the ChannelAlloc!
DEBUGNEW: msg->Name is #morphos.de
DEBUGNEW: c->c_Name is #morphos.de
muiclass_network.c (1099) MM_ChannelAlloc() - Class: 0x3e542510 Object: 0x3d9b4d90
muiclass_network.c (1070) MM_ChannelFind() - Class: 0x3e542510 Object: 0x3d9b4d90
DEBUGNEW: we in the AllocVec in the ChannelAlloc!
DEBUGNEW: msg->Name is #aros
DEBUGNEW: c->c_Name is #aros
muiclass_network.c (1099) MM_ChannelAlloc() - Class: 0x3e542510 Object: 0x3d9b4d90
muiclass_network.c (1070) MM_ChannelFind() - Class: 0x3e542510 Object: 0x3d9b4d90
DEBUGNEW: we in the AllocVec in the ChannelAlloc!
DEBUGNEW: msg->Name is #amiganews.de
DEBUGNEW: c->c_Name is #amiganews.de
muiclass_network.c (520) MM_ServerConnect() - Class: 0x3e542510 Object: 0x3d9b4d90
NEWDEBUG: socket base ok
muiclass_network.c (416) MM_ServerSocketInit() - Class: 0x3e542510 Object: 0x3d9b4d90
muiclass_network.c (488) MM_ServerSocketClose() - Class: 0x3e542510 Object: 0x3d9b4d90
MM_ServerSocketInit() - Done 00000000
```

connecting to 'irc.freenode.net' Port 6667

DEBUGNEW: we in gehostbyname

muiclass_network.c (638) MM_ServerMessageSendMsg() - Class: 0x3e542510 Object: 0x3d9b4d90

NEWDEBUG: msg->Message are: /HELLO

NEWDEBUG: msg->channel->c_name are: 0x00000030

NEWDEBUG: msg->Channel is NULL!

<CRASH ON ALLOCVEC>