

Subject: : AmigaOS4

Topic: : Is Forbid() needed for SetMethod()?

Re: Is Forbid() needed for SetMethod()?

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URL:

The AROS implementation of SetFunction does Forbid/Permit internally. The original developer docs also imply that you don't have to manually Forbid/Permit:

<http://amigadev.elowar.com/read/ADCD ... cs 3. guide/node0238.html>

As for SetMethod, I'd imagine that it also does whatever locking is needed for you. Still, there's no harm in doing Forbid/Permit around the block where you patch the functions, as you won't end up being rescheduled between the SetMethod calls.