
Subject: : AmigaOS4

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

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

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URL:

Forbid()/Permit() would be needed if the new function acts as a wrapper for the old library function instead of replacing it entirely.

```
int (*oldFunc)(void);

int newFunc(void) {
    IExec->DebugPrintF("SomeFunc() calledn");
    return oldFunc();
}

/* ... */

/* Patch SomeFunc() in ISomeLib with newFunc() */
IExec->Forbid();
oldFunc = IExec->DoMethod((struct Interface *)ISomeLib, offsetof(struct SomeLibIFace, SomeFunc),
newFunc);
IExec->Permit();
```

Without the Forbid() in the above example newFunc() might be called before oldFunc has been set, leading to an ISI as it tries to jump to a NULL pointer.

If the function in question is supposed to be callable from interrupts then Disable()/Enable() will need to be used instead of Forbid()/Permit().