
Subject: : AmigaOS4

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

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Simple question for you gurus :)

When wrapping an existing interface function, do I need to use Forbid/Permit pair:

```
void newFunc() {  
    log(...);  
    oldFunc(...);  
}
```

```
Forbid();  
oldFunc = SetMethod(newFunc);  
Permit();
```

If so, why? I mean, if SetMethod requires Forbid(), why it doesn't handle it internally then?

EDIT: updated scenario a bit.