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Subject: : AmigaOS4

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

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

Author: : LiveForIt

Date: : 2019/4/9 17:25:46

URL:

@salass00

That won't work anyway...

if you patch program is task1, it has all the memory and its function. task1 sets up patch, the patch is a really big complicated function that takes a long to execute maybe as much as 20 ms.

<exec switch to task 1>

task1 patches the function with new patch function.

<exec switch to task 2>

task2 start executing code from the patch function.

<exec switch to task 1>

task1 forbids exec to do scheduling.

task1 removed the patch function, and restores the old function.

task1 enable exec to do scheduling.

task1 quits, frees all memory.

<exec switch to task 3>

task3 allocates memory that privues was used by task1.

<exec switch to task 2>

task2 continue executing code from program counter it last executed code.

And now you got typical ISI or DSI error, we all love.

So forbid / permit does really help anything.