
Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : kas1e

Date: : 2019/10/7 20:25:59

URL:

@Raziel

You may remember it, or may not : but when i release Barony game port , there was some strange crashes too : they was exactly because of IDOS 0x00000000. To fix them, i just open dos.library (together with IDOS interface up) in the place where crashes happens (i.e. via stack trace build with -gstab check in which source file it crashes, and there add opening / closing of dos.library with interface).

Just like that:

```
//somewhere at begining of function
#ifdef __amigaos4__
    DOSBase=IExec->OpenLibrary("dos.library",0);
    IDOS = (struct DOSIFace *)IExec->GetInterface(DOSBase, "main", 1, NULL);
#endif

// original code

// at end of function, right before return 0 if it will be there, just at end so it closes
#ifdef __amigaos4__
    IExec->DropInterface((struct Interface *)IDOS);
    IExec->CloseLibrary(DOSBase);
#endif
```

For Barony i had to do it in 2 places, and it wasn't "sobjes" but statically compiled.

And i do not know of course if it will fix your issues, but just all of this remind me my ones i have with Barony port.