

Subject: : AmigaOS4

Topic: : How to allocate TimeRequest

Re: How to allocate TimeRequest

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URL:

@LiveForIt

Sorry, when i pasted ito my post I accidentally added the ASIOR bit. I've edited the post to remove that. It compiles fine, but the timerequest allocation fails and I get the printf statement confirming it.

If I switch to allocating it with

```
struct TimeRequest *tr = IExec->AllocVecTags(sizeof(struct TimeRequest),  
AVT_ClearWithValue, 0,  
TAG_END);
```

and

```
IExec->FreeVec (tr);
```

it works fine. Anyone have any idea what I'm doing wrong with the AllocSysObjectTags() version?

cheers

billy