

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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@Capehill

@jabirulo

Boy, this compiler is picky 😞

I managed to move around stuff so i get it to build without warnings, thanks a lot for the help

Now i'd like to implement the utf8 stuff (noob here aswell) but MorphOS seems to use some stuff that is not available, or maybe i haven't found it in the SDK (yet)?

This is the codesets part i have in now

```
#if defined(__amigaos4__) && defined(USE_SYSDIALOGS)
```

```
#include "backends/dialogs/amigaos/amigaos-dialogs.h"
```

```
#include "common/config-manager.h"
```

```
#include "common/encoding.h"
```

```
#include <libraries/codesets.h>
```

```
#include <proto/asl.h>
```

```
#include <proto/dos.h>
```

```
#include <proto/exec.h>
```

```
char *AmigaOSDialogManager::utf8ToLocal(char *in) {
```

```
    if (!in) {  
        return strdup("");  
    }
```

```
    struct Library *CodesetsBase = IExec->OpenLibrary("codesets.library", 6);  
    if (CodesetsBase) {
```

```
        LONG dstmib = CSA_DestCodeset(NULL, 0);
```

```
        if (dstmib != CS_MIBENUM_INVALID) {
```

```
            LONG dstlen = FSGetByteSize((APTR)in, -1, CS_MIBENUM_UTF_8, dstmib);
```

```

char *out = (char *)malloc(dstlen + 1);
if (out) {
    if (ConvertTagList((APTR)in, -1, (APTR)out, -1, CS_MIBENUM_UTF_8, dstmib, NULL) != -1) {
        return out;
    }
    free(out);
}
}
IExec->CloseLibrary(CodesetsBase);
}

return strdup(in);
}
...

```

But i get compiler errors and warnings...do i miss an include, maybe?

Especially FSGetByteSize and ConvertTagList seem to be nowhere in my SDK.

And what does that "expression cannot be used as function" mean?

```

C++ backends/dialogs/amigaos/amigaos-dialogs.o
backends/dialogs/amigaos/amigaos-dialogs.cpp: In member function
'char* AmigaOSDialogManager::utf8ToLocal(char*)':
backends/dialogs/amigaos/amigaos-dialogs.cpp:52:40: error: expression cannot be used as a function
    LONG dstmib = CSA_DestCodeset(NULL, 0);
                                ^
backends/dialogs/amigaos/amigaos-dialogs.cpp:54:18: error: 'FSGetByteSize' was not declared in this scope
    LONG dstlen = FSGetByteSize((APTR)in, -1, CS_MIBENUM_UTF_8, dstmib);
                   ^~~~~~
backends/dialogs/amigaos/amigaos-dialogs.cpp:54:18: note: suggested alternative: 'FSGetFileSize'
    LONG dstlen = FSGetByteSize((APTR)in, -1, CS_MIBENUM_UTF_8, dstmib);
                   ^~~~~~
                   FSGetFileSize
backends/dialogs/amigaos/amigaos-dialogs.cpp:57:9: error: 'ConvertTagList' was not declared in this scope
    if (ConvertTagList((APTR)in, -1, (APTR)out, -1, CS_MIBENUM_UTF_8, dstmib, NULL) != -1) {
        ^~~~~~
backends/dialogs/amigaos/amigaos-dialogs.cpp:57:9: note: suggested alternative: 'convertMsg'
    if (ConvertTagList((APTR)in, -1, (APTR)out, -1, CS_MIBENUM_UTF_8, dstmib, NULL) != -1) {
        ^~~~~~
        convertMsg
backends/dialogs/amigaos/amigaos-dialogs.cpp: In member function
'virtual Common::DialogManager::DialogResult AmigaOSDialogManager::showFileBrowser(const Common::U3
2String&, Common::FSNode&, bool)':
backends/dialogs/amigaos/amigaos-dialogs.cpp:93:56: warning: cast from type 'const value_type*' {aka
'const char*'} to type 'char*' casts away qualifiers [-Wcast-qual]
    char *newTitle = utf8ToLocal(((char *)utf8Title.c_str());
                                ^
gmake: *** [backends/dialogs/amigaos/amigaos-dialogs.o] Error 1

```

Thanks for all the help guys, really appreciated...not that i'll learn much from it, but, yeah 😊