

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : jabirulo

Date: : 2020/11/22 10:43:37

URL:

@Raziel

Ok, here is code "converted", dunnot if it will crash/GR or make your system burn 😊

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

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

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

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

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

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

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

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

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

```
#include <cstring>
```

```
#include <cstdlib>
```

```
struct Library *CodesetsBase = NULL;
```

```
struct CodesetsIFace *ICodesets = NULL;
```

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

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

```
    CodesetsBase = IExec->OpenLibrary("codesets.library", 6);
```

```
    if (CodesetsBase) {
```

```

ICodesets = (CodesetsIFace *)IExec->GetInterface(CodesetsBase, "main", 1L, NULL);

struct codeset *srcmib = ICodesets->CodesetsFind("ISO-8859-1", CSA_FallbackToDefault, FALSE, TAG_DONE);

//LONG dstmib = CSA_DestCodeset(NULL, 0);
struct codeset *dstmib = ICodesets->CodesetsFind("UTF-8", CSA_FallbackToDefault, FALSE, TAG_DONE);

//if (dstmib != CS_MIBENUM_INVALID) {
if(dstmib != NULL) {
    //LONG dstlen = FSGetByteSize((APTR)in, -1, CS_MIBENUM_UTF_8, dstmib);
    ULONG dstlen = ICodesets->CodesetsStrLen(in, TAG_END);

    char *out = (char *)malloc(dstlen + 1);
    if (out) {
        if( (out=ICodesets->CodesetsConvertStr(CSA_SourceCodeset, srcmib,
            CSA_DestCodeset, dstmib,
            CSA_Source, in,
            //CSA_DestLenPtr, &dstlen,
            TAG_DONE)) != NULL) {
            //if (ConvertTagList((APTR)in, -1, (APTR)out, -1, CS_MIBENUM_UTF_8, dstmib, NULL) != -1) {
IExec->DropInterface( (struct Interface *)ICodesets );
ICodesets = NULL;
    IExec->CloseLibrary(CodesetsBase);
CodesetsBase = NULL;
    return out;
    }
    free(out);
}
}
IExec->DropInterface( (struct Interface *)ICodesets );
ICodesets = NULL;
    IExec->CloseLibrary(CodesetsBase);
CodesetsBase = NULL;
}

return strdup(in);
}

```