

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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URL:

@Raziel

1) I suppose ASLFR\_DrawersOnly tag sets mode. Check autodocs to be sure, I don't have one at hand.

2) Which line? I guess options are strlen, strncpy or free. Placing bets on free() because utf-code looks suspicious: first there is malloc to allocate memory (free() would free malloc'd memory) but then out-variable is reassigned and thus is potentially not allocated via malloc() anymore:

Quote:

```
char *out = (char *)malloc(dstlen + 1);
if (out) {
    if (out=ICodesets->CodesetsConvertStr(CSA_SourceCodeset, srcmib,
```

IF CodesetsConvertStr allocates memory using IExec functions then free() most likely crash. You need to check Codesets autodoc regarding what is the meaning of CodesetsConvertStr return value.

3) What happened when you remove the (char\*) cast and change utfToLocal function signature to use const char\* (both .h/.cpp)?