
Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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Date: : 2020/11/22 15:03:51

URL:

@Raziel

Alas I don't know if crash/GR will be solved I updated utf8ToLocal() function/method:

```
...
//if (dstmib != CS_MIBENUM_INVALID) {
if(dstmib != NULL) {
    //LONG dstlen = FSGetByteSize((APTR)in, -1, CS_MIBENUM_UTF_8, dstmib);
    ULONG dstlen = 0;//ICodesets->CodesetsStrLen(in, TAG_END);
    STRPTR dst_str = ICodesets->CodesetsConvertStr(CSA_SourceCodeset, srcmib,
        CSA_DestCodeset, dstmib,
        CSA_Source, in,
        CSA_DestLenPtr, &dstlen,
        TAG_DONE);

    if( (dst_str!= NULL) {
        char *out = (char *)malloc(dstlen + 1);
        if(out) {
            strcpy(out, dst_str, dstlen);
            ICodesets->CodesetsFreeA(dst_str, NULL);
IExec->DropInterface( (struct Interface *)ICodesets );
ICodesets = NULL;
IExec->CloseLibrary(CodesetsBase);
CodesetsBase = NULL;
            return out;
        }
        free(out);
    }
}
}
...
```

NOTE: if you get an error with "STRPTR" definition doesn't exists, just change it to "char **"

Does the crash/GR happen too if you click on ASL's CANCEL button?

NOTE2: I suspect "out" will be freed when exit/destroying the Common class.