

Subject: : AmigaOS4

Topic: : Memory protection and tasks/processes

Re: Memory protection and tasks/processes

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Date: : 2021/3/6 17:33:31

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@afxgroup

No idea if this is relevant but setting semaphore to NULL only affects the local copy of the semaphore variable in that function won't it? So if you're using the semaphore elsewhere in your program after calling this it will have been freed and won't be NULL. If you want it to be reflected elsewhere in the program, you'd need to pass in a struct SignalSemaphore **sem variable and set *sem to NULL.