

Subject: : AmigaOS4

Topic: : Memory protection and tasks/processes

Re: Memory protection and tasks/processes

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Without a complete and minimalistic example, people just keep on making random guesses.

EDIT:

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

int main()
{
    struct SignalSemaphore* s = IExec->AllocSysObject(ASOT_SEMAPHORE, NULL);

    if (s) {
        puts("obtain");
        IExec->ObtainSemaphore(s);
        puts("release");
        IExec->ReleaseSemaphore(s);
        IExec->FreeSysObject(ASOT_SEMAPHORE, s);
    }

    puts("Free NULL");
    IExec->FreeSysObject(ASOT_SEMAPHORE, NULL);

    return 0;
}
```

Works for me.