

Subject: : AmigaOS4

Topic: : Opus Magellan source is free now!

Re: Opus Magellan source is free now!

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URL:

@all

That was quite annoying and hard, but native os4 patches works now ! I.e. native os4 binary of dopus, native os4 dopus5.library, you run it, and can drag&drop stuff, etc (i.e. stuff where patches involved).

Last 3 days was just put in the dust and i try all kind of debugs and so on, but in end its was just that:

On os3/os4/mos we have functions like: AddAppWindow, AddAppIcon and AddAppMenuItem. There is also their AddAppWindowA, AddAppIconA and AddAppMenuItemA. On os3/mos, its just varargs. I.e. for example they not have AddAppWindow() at all, its just is vararg stubs to AddAppWindowA(). But on os4 we have:

interface/wb.h:

Quote:

```
struct AppWindow * APICALL (*AddAppWindowA)(struct WorkbenchIFace *Self, ULONG id, ULONG
userdata, struct Window * window, struct MsgPort * msgport, const struct TagItem * taglist);
```

```
struct AppWindow * APICALL (*AddAppWindow)(struct WorkbenchIFace *Self, ULONG id, ULONG
userdata, struct Window * window, struct MsgPort * msgport, ...);
```

So, while patching of the AddAppWindow (and others) was ok for os3/mos, for os4 we still need to patch exactly AddAppWindowA and same for others.

As usuall is itix who find out that, without him i assume i spend few more weeks on it with debug everything till the kernel :)

Now cleanup, then that sucking fix with modules (one more not very easy one). And that all, beta-tests => fixing small bugs => first release => relief.