
Subject: : AmigaOS4

Topic: : GL4ES: another OpenGL over OpenGLS2 emulation - some tech. info and porting progress

Re: GL4ES: another OpenGL over OpenGLS2 emulation - some tech. info and porting progress

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URL:

@All

Need some help.

There is test case: http://kas1e.mikendezign.com/aos4/gl4es/test_crash.c

ogles2.library and interface opened in the gl4es.a itself.

So, once i try to run it as it, it freeze amigaos. But not all the time on the same place. Sometime, it go till initialising gl4es, and then crash (so, even didn't touch a part of code where we do amiga stuff at all), sometime go futher and then crash right after i open window.

Of course for sake of tests tried to use bigger stack size too.

Then, once i start remove parts of code (different ones), it works. But not the same parts of code.

Its like the more code i have (does not matter what functions, etc, just more code), then it crashes.

For example, i may comment some parts in the main() : don't crash. Or may comment some parts in draw(), while keep what was commented in main : don't crash.

I.e. commenting out different parts of code, to make code of binary smaller (probably, i am not sure), make it not crash.

Its like some overbound/overflow/dunno what somewhere. But something general.

Have anyone any idea to where look at ? I mean that kind of symptoms can cause what ?

It also seems, that putting Delay() all over place, can make difference for point when crash happens. And that remind me some racecondition issues .. Maybe still that we open library and interface in the libgl4es.a itself, and in programm use just as it OGLES2, make problems ?

That the way we integrate it (taken from SDL2 as reference):

<https://github.com/ptitSeb/gl4es/blob/master/src/agl/amigaos.c>

<https://github.com/ptitSeb/gl4es/blob/master/src/agl/amigaos.h>

But that can be not the case of course ..