
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@Capehill

With GL4ES i have do no modification in Cadog (at all), it works as it. For MiniGL i sadly do not remember what changes i do back in time, and sources of that port somewhere in the old Peg2's hdd in dust :(

But i anyway do test most of commits of SDL lately, and seems that issue not related to the HWSURFACE commit at all, but to the "fix test mem" commit.

I test about 5 commits starting from adtools till fix-test-mem and all of them working, including "fix timer" commit.

Then i test "fix test mem" commit (mar 11, 2018) with usuall adding of the same GL4ES code as i do before for all previous versions: and there no background anymore.

So something brokens with "fix test mem" commit.

I see there mostly was "space/tabs" conversions, but also there was "Improve debug logging and modify WaitThread behaviour to send CTRL_C to waited threads if interrupted" ,as well as "Add debug logging and destroy semaphore after use". So i enable debug logging , and that what i have on serial when run Cadog over GL4ES:

Quote:

```
[os4_initialize] SDL 1.2.15
[os4timer_initialize] timer=0x6FF51050
[os4timer_initialize] ITimer=0x6FF9D400
[os4timer_Init] Initializing timer for process 0x6D44D1D0
[os4timer_Init] Done
[os4thread_initialize] Primary process 0x6D44D1D0
[os4video_initialize] Device opened
[os4video_Available] Probing Picasso96API.library
[os4video_Available] Success
[os4video_CreateDevice] Creating OS4 video device
[os4video_CreateDevice] Compositing should be possible, gfx version 54
[os4video_CreateDevice] Device created
[SDL_DestroyMutex] NULL mutex
[os4video_CreateWMCursor] Creating cursor 16x16
[os4video_CreateWMCursor] cursor = 0x67529010
```

[os4video_ShowWMCursor] Setting cursor 0x67529010
[OS4_OpenAhiDevice] Device open
[OS4_OpenAhiDevice] Got Interface
[OS4_OpenAhiDevice] ahi_open = 1
[OS4_CloseAhiDevice] Aborting I/O...
[OS4_CloseAhiDevice] Closing device
[OS4_CloseAhiDevice] Deleting I/O request
[OS4_CloseAhiDevice] Deleting message port
[OS4_CloseAhiDevice] done closing
[OS4_AudioAvailable] AHI is available
[OS4_CreateDevice] Allocating device
[OS4_CreateDevice] Clearing
[OS4_CreateDevice] Initializing
[OS4_CreateDevice] device = 0x674F52B0
[OS4_OpenAudio] New format = 0x9010
[OS4_OpenAudio] Buffer size = 8192
[SDL_CreateSemaphore] Semaphore 0x674F5708 created
[SDL_SYS_CreateThread] Creating child thread 0x674F53C8 with args 0x674F56F0
[SDL_SYS_CreateThread] Child process 0x6C521480 (SDL thread 0x674f53c8)
[RunThread] Running process 0x6C521480 (SDL thread 0x674F53C8)
[blockOnSem] Process 0x6D44D1D0 blocked on semaphore 0x674F5708 (signals 0x100)
[os4timer_Init] Initializing timer for process 0x6C521480
[os4timer_Init] Done
[blockOnSem] Process 0x6D44D1D0 starts to wait for signals
[SDL_SemPost] Process 0x6C521480 incrementing semaphore 0x674F5708 (count 0)
[blockOnSem] Process 0x6D44D1D0 wait over
[blockOnSem] Process 0x6D44D1D0 obtained semaphore
[blockOnSem] Process 0x6D44D1D0 decrementing semaphore 0x674F5708 (count 1)
[SDL_DestroySemaphore] Destroying semaphore 0x674F5708
[OS4_OpenAhiDevice] Device open
[SDL_DestroySemaphore] Done
[OS4_OpenAhiDevice] Got Interface
[OS4_OpenAhiDevice] ahi_open = 1
[os4video_SetCaption] Setting title to Cadog Adventures
[os4video_SetCaption] Setting icon caption to Cadog Adventures
[os4video_SetVideoMode] Requesting new video mode 640x480x32
[os4video_SetVideoMode] Requested flags: ANYFORMAT OPENGL RESIZEABLE
[os4video_SetVideoMode] Current mode 0x0x32
[os4video_SetVideoMode] Current mode flags
[os4video_SetVideoMode] Current hwdata 0x00000000
[os4video_SetVideoMode] Creating new display
[os4video_SetVideoMode] Deleting old display
[os4video_SetVideoMode] Calling CreateDisplay
[os4video_CreateDisplay] Creating a 640x480x32 display
[os4video_CreateDisplay] Window mode
[os4video_CreateDisplay] Screen depth:32 pixel format:6
[getBestWindowPosition] Visible screen: (0,0)/(1440x900)
[openSDLwindow] Trying to open window at (395,194) of size (640x480)
[os4video_SetVideoMode] Obtained flags: ANYFORMAT OPENGL RESIZEABLE de] New display created
[os4video_ShowWMCursor] Setting cursor 0x67529010
[os4video_ResetCursor] Cursor image set

```
[os4video_ShowWMCursor] Setting cursor 0x00000000  
[os4video_ResetCursor] Cursor image blanked  
[os4video_CheckMouseMode] isMouseRelative=0  
[os4video_EventHandler] Window active  
[os4video_CheckPointerInWindow] Pointer outside of window  
[os4video_HandleEnterLeaveWindow] Pointer left window  
[os4video_CheckPointerInWindow] Pointer outside of window  
[os4video_CheckPointerInWindow] Pointer outside of window  
[os4video_CheckPointerInWindow] Pointer outside of window
```

Looks imho ok ?

That also output from MiniGL version (where title pic shows fine):

Quote:

```
[os4_initialize] SDL 1.2.15  
[os4timer_initialize] timer=0x6FF51050  
[os4timer_initialize] ITimer=0x6FF9D400  
[os4timer_Init] Initializing timer for process 0x6AF1D670  
[os4timer_Init] Done  
[os4thread_initialize] Primary process 0x6AF1D670  
[os4video_initialize] Device opened  
[os4video_CreateDevice] Creating OS4 video device  
[os4video_CreateDevice] Device created  
[os4video_VideoInit] Free video memory 195392512  
[SDL_DestroyMutex] NULL mutex  
[os4video_CreateWMCursor] Creating cursor 16x16  
[os4video_CreateWMCursor] cursor = 0x6B134010  
[os4video_ShowWMCursor] Setting cursor 0x6B134010  
[OS4_OpenAhiDevice] Device open  
[OS4_OpenAhiDevice] Got Interface  
[OS4_OpenAhiDevice] ahi_open = 1  
[OS4_CloseAhiDevice] Aborting I/O...  
[OS4_CloseAhiDevice] Closing device  
[OS4_CloseAhiDevice] Deleting I/O request  
[OS4_CloseAhiDevice] Deleting message port  
[OS4_CloseAhiDevice] done closing  
[OS4_AudioAvailable] AHI is available  
[OS4_CreateDevice] Allocating device  
[OS4_CreateDevice] Clearing  
[OS4_CreateDevice] Initializing  
[OS4_CreateDevice] device = 0x6747D448  
[OS4_OpenAudio] New format = 0x9010  
[OS4_OpenAudio] Buffer size = 8192  
[SDL_CreateSemaphore] Semaphore 0x674838B8 created
```

```
[SDL_SYS_CreateThread] Creating child thread 0x67483578 with args 0x674838A0
[SDL_SYS_CreateThread] Child process 0x6C697540 (SDL thread 0x67483578)
[RunThread] Running process 0x6C697540 (SDL thread 0x67483578)
[os4timer_Init] Initializing timer for process 0x6C697540
[blockOnSem] Process 0x6AF1D670 blocked on semaphore 0x674838B8 (signals 0x100)
[os4timer_Init] Done
[blockOnSem] Process 0x6AF1D670 starts to wait for signals
[SDL_SemPost] Process 0x6C697540 incrementing semaphore 0x674838B8 (count 0)
[blockOnSem] Process 0x6AF1D670 wait over
[blockOnSem] Process 0x6AF1D670 obtained semaphore
[blockOnSem] Process 0x6AF1D670 decrementing semaphore 0x674838B8 (count 1)
[OS4_OpenAhiDevice] Device open
[SDL_DestroySemaphore] Destroying semaphore 0x674838B8
[OS4_OpenAhiDevice] Got Interface
[SDL_DestroySemaphore] Done
[OS4_OpenAhiDevice] ahi_open = 1
[os4video_SetCaption] Setting title to Cadog Adventures
[os4video_SetCaption] Setting icon caption to Cadog Adventures
[os4video_SetVideoMode] Requesting new video mode 640x480x32
[os4video_SetVideoMode] Requested flags: ANYFORMAT OPENGL RESIZEABLE
[os4video_SetVideoMode] Current mode 0x0x32
[os4video_SetVideoMode] Current mode flags
[os4video_SetVideoMode] Current hwdata 0x00000000
[os4video_SetVideoMode] Creating new display
[os4video_SetVideoMode] Deleting old display
[os4video_SetVideoMode] Calling CreateDisplay
[os4video_CreateDisplay] Creating a 640x480x32 display
[os4video_CreateDisplay] Window mode
[os4video_CreateDisplay] Screen depth:32 pixel format:6
[initOffScreenBuffer] pixels 0x00000000, pitch 0f-screen buffer with rgbtype=6, hwSurface 1
[getBestWindowPosition] Visible screen: (0,0)/(1440x900)
[openSDLwindow] Trying to open window at (395,194) of size (640x480)
[os4video_SetVideoMode] Obtained flags: ANYFORMAT OPENGL RESIZEABLE display created
[os4video_ShowWMCursor] Setting cursor 0x6B134010
[os4video_ResetCursor] Cursor image set
[os4video_ShowWMCursor] Setting cursor 0x00000000
[os4video_ResetCursor] Cursor image blanked
[os4video_CheckMouseMode] isMouseRelative=0
[os4video_EventHandler] Window active
[os4video_CheckPointerInWindow] Pointer inside window
[os4video_HandleEnterLeaveWindow] Pointer entered window
```

That also may very well be the way how i add "gl4es". On previous versions it just didn't show up, while now it is.

For example, that line looks strange imho:

Quote:

[os4video_SetVideoMode] Obtained flags: ANYFORMAT OPENGL RESIZEABLE de] New display created

What is that "de]" thing, maybe just like some memory corruption happens because of way of how i add gl4es ?

Maybe we need at least to just refactor it all at once , so to add properly mgl, ogles and gl4es there ..