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Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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Date: : 2018/3/14 17:51:31

URL:

@Capehill

In meantime doing what you ask about Beret (i.e. enabled debug only in surface.c and video.c), and then just run game, and on title screen just waiting a bit, then move mouse a bit, see the flickering/redrawing , then exit. And log looks like this:

```
[os4video_CreateDevice] Creating OS4 video device
[os4video_CreateDevice] Device created
[os4video_VideoInit] Free video memory 192389120
dev_open(unitNumber=0) [Shell Process]
dev_close(unit_num=0) [Shell Process]
[os4video_ListModes] Listing 32-bit screenmodes
[os4video_ListModes] Looking for modes with format=6
[os4video_ListModes] Found some
[os4video_ListModes] Listing 32-bit screenmodes
[os4video_ListModes] Looking for modes with format=6
[os4video_ListModes] Found some
[os4video_ListModes] Listing 16-bit screenmodes
[os4video_ListModes] Looking for modes with format=10
[os4video_ListModes] Found some
[os4video_ListModes] Listing 15-bit screenmodes
[os4video_ListModes] Looking for modes with format=11
[os4video_ListModes] Looking for modes with format=5
[os4video_ListModes] Found no 15-bit modes in any pixel format
[os4video_ListModes] Listing 24-bit screenmodes
[os4video_ListModes] Looking for modes with format=2
[os4video_ListModes] Looking for modes with format=3
[os4video_ListModes] Found no 24-bit modes in any pixel format
[os4video_ListModes] Listing 8-bit screenmodes
[os4video_ListModes] Looking for modes with format=1
[os4video_ListModes] Found some
[os4video_ListModes] Listing 32-bit screenmodes
[os4video_ListModes] Looking for modes with format=6
[os4video_ListModes] Found some
[os4video_SetVideoMode] Requesting new video mode 800x600x32
[os4video_SetVideoMode] Requested flags: HWSURFACE DOUBLEBUF FULLSCREEN
[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 800x600x32 display  
[os4video\_CreateDisplay] Fullscreen  
RadeonHD.chip (0): DisplayPort outputs are currently not supported  
[openSDLscreen] Screen opened  
[os4video\_CreateDisplay] Screen depth:32 pixel format:6  
[os4video\_CreateDisplay] Allocating resources for double-buffering  
[openSDLwindow] Trying to open window at (0,0) of size (800x600)  
[os4video\_SetVideoMode] New display created  
[os4video\_SetVideoMode] Obtained flags: HWSURFACE DOUBLEBUF FULLSCREEN  
[os4video\_AllocHWSurface] Allocating HW surface 0x6501BC20 flags:SRCALPHA  
[os4video\_AllocHWSurface] Trying to create 720x720x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x6501BCA0 flags:SRCALPHA , depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 600x600x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x6501B998 flags:SRCALPHA , depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 800x600x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x6501BA40 flags:SRCALPHA , depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 800x600x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x6501BF00 flags:SRCALPHA , depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 480x480x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x6501BAE8 flags:SRCALPHA , depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 780x600x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x6501BE70 flags:SRCALPHA , depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 780x600x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x6501BB80 flags:SRCALPHA , depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 780x600x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x6501B6C0 flags:SRCALPHA , depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 780x15x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x67480E08 flags:SRCALPHA depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 45x45x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x674816C8 flags:SRCALPHA depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 300x150x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x6501BD48 flags:SRCALPHA , depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 500x200x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x6501BDE8 flags:SRCALPHA , depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 500x200x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x6501B8A8 flags:SRCALPHA , depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 300x150x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x6501B928 flags:SRCALPHA , depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 780x600x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x6501B7F8 flags:SRCALPHA , depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 780x600x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x67481770 flags:SRCALPHA , depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 780x600x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x67481938 flags:SRCALPHA , depth 24, bytes 4, bits 32  
[os4video\_AllocHWSurface] Trying to create 780x600x32 bitmap (friend 0x67CF5728)  
[os4video\_AllocHWSurface] Allocating HW surface 0x674819B0 flags:SRCALPHA , depth 24, bytes 4, bits 32

[os4video\_AllocHWSurface] Trying to create 780x600x32 bitmap (friend 0x67CF5728)  
[os4video\_CheckHWBlit] Hardware blitting supportedC dst flags:HWSURFACE PREALLOC 24, bytes 4, bits 32  
[os4video\_CheckHWBlit] Hardware blitting supportedC dst flags:HWSURFACE PREALLOC  
[os4video\_CheckHWBlit] Hardware blitting supportedC dst flags:HWSURFACE PREALLOC  
[os4video\_CheckHWBlit] Hardware blitting supportedC dst flags:HWSURFACE PREALLOC  
[os4video\_CheckHWBlit] Hardware blitting supportedC dst flags:HWSURFACE PREALLOC  
[os4video\_FreeHWSurface] Freeing HW surface 0x6501B998  
[os4video\_FreeHWSurface] Freeing bitmap 0x67088498  
[os4video\_FreeHWSurface] Freeing HW surface 0x6501BA40  
[os4video\_FreeHWSurface] Freeing bitmap 0x670883F8  
[os4video\_FreeHWSurface] Freeing HW surface 0x6501B928  
[os4video\_FreeHWSurface] Freeing bitmap 0x65853468  
[os4video\_FreeHWSurface] Freeing HW surface 0x6501B7F8  
[os4video\_FreeHWSurface] Freeing bitmap 0x658533C8  
[os4video\_FreeHWSurface] Freeing HW surface 0x67481770  
[os4video\_FreeHWSurface] Freeing bitmap 0x65853288  
[os4video\_FreeHWSurface] Freeing HW surface 0x67481938  
[os4video\_FreeHWSurface] Freeing bitmap 0x65853328  
[os4video\_FreeHWSurface] Freeing HW surface 0x674819B0  
[os4video\_FreeHWSurface] Freeing bitmap 0x658531E8  
[os4video\_FreeHWSurface] Freeing HW surface 0x6501BC20  
[os4video\_FreeHWSurface] Freeing bitmap 0x670885D8  
[os4video\_FreeHWSurface] Freeing HW surface 0x6501BCA0  
[os4video\_FreeHWSurface] Freeing bitmap 0x67088538  
[os4video\_FreeHWSurface] Freeing HW surface 0x6501BF00  
[os4video\_FreeHWSurface] Freeing bitmap 0x67088358  
[os4video\_FreeHWSurface] Freeing HW surface 0x6501BAE8  
[os4video\_FreeHWSurface] Freeing bitmap 0x670882B8  
[os4video\_FreeHWSurface] Freeing HW surface 0x6501BE70  
[os4video\_FreeHWSurface] Freeing bitmap 0x67088218  
[os4video\_FreeHWSurface] Freeing HW surface 0x6501BB80  
[os4video\_FreeHWSurface] Freeing bitmap 0x670880D8  
[os4video\_FreeHWSurface] Freeing HW surface 0x6501B6C0  
[os4video\_FreeHWSurface] Freeing bitmap 0x67088178  
[os4video\_FreeHWSurface] Freeing HW surface 0x67480E08  
[os4video\_FreeHWSurface] Freeing bitmap 0x67088038  
[os4video\_FreeHWSurface] Freeing HW surface 0x674816C8  
[os4video\_FreeHWSurface] Freeing bitmap 0x67087F98  
[os4video\_FreeHWSurface] Freeing HW surface 0x6501BD48  
[os4video\_FreeHWSurface] Freeing bitmap 0x67087EF8  
[os4video\_FreeHWSurface] Freeing HW surface 0x6501BDE8  
[os4video\_FreeHWSurface] Freeing bitmap 0x67087E58  
[os4video\_FreeHWSurface] Freeing HW surface 0x6501B8A8  
[os4video\_FreeHWSurface] Freeing bitmap 0x65853508  
[os4video\_VideoQuit] In VideoQuit, this = 0x6A2648D0  
[os4video\_VideoQuit] DeleteCurrentDisplay  
RadeonHD.chip (0): DisplayPort outputs are currently not supported  
[os4video\_DeleteCurrentDisplay] Closing window  
[os4video\_DeleteCurrentDisplay] Freeing double-buffering resources  
[os4video\_DeleteCurrentDisplay] Closing screen  
[os4video\_VideoQuit] Checking pubscreen

For example if i go to the game itself, and stay without doing anything, then, probably one time per 12-15 second i see that flickered redrawing of bottom of screen.

Quote:

I cannot spot difference in Cadog behaviour regardless which libSDL.a I use. Could you debug your side for difference? I want to know a) is there any difference in getFormats() function b) what are the surface parameters passed to GL. You could try something like:

Do you mean in those 2 gl4es versions one of which works, and another one which didn't after "mem test" commit ? Or you mean 3 versions : 1 minigl one, 1 gl4es one where title pic shows fine, and 3st one where title pic didn't show up?

Quote:

I doubt issue is caused by "fix test sem" commit. It didn't touch any video file.

That issue feels strange and can be very easy that something going nasty in memory, just with "fix test mem" commit it shifts somehow, so it may cause trashed printf as well as may doing something else with memory which in end leads for no title picture. Or changes in "fix test mem" can cause some memory trashing somewhere, but in reality i just fear it me who do something (or not do) when adding gl4es in wrong way :)

Quote:

Serial log shows that something passed NULL pointer to DestroySemaphore()

Yep, but it the same for both minigl and gl4es versions, while in minigl one titlepic shows fine, but in gl4es one not anymore.