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Subject: : AmigaOS4

Topic: : GL4ES: another OpenGL over OpenGL ES2 emulation - some tech. info and porting progress

Re: GL4ES: another OpenGL over OpenGL ES2 emulation - some tech. info and porting progress

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@Hans

That theory can be ok for Fricking Shark issue probabaly, but that doesn't explain Lugaru's one: why when we have +25 and -25 don't work, but changing any value to be not equal to another one made it works.

Quote:

I thought you already had access to the debug version of Warp3D Nova.

I have only access to the betas (1.63 currently), but what i mean, is debug versions of warp3dnova and ogles2.library for debugging purposes.

I.e. not the versions with debug symbols which can help when crash happens, but just special , "developers" versions, which will have ability to be controlled via ENVs and while anything works over that library , print necessary low-level things (to console, or to serial, or to file, that also can be choicen via ENV or somethign).

For example, if one want to printf VA when game in running which handle warp3dnova at moment, then:

```
setenv W3DNOVA_DEBUG_VA 1
```

and when one run app, then that special debug warp3dnova library will print to console (or to file, whatever, or to serial), what need it.

same for example if we need to printf something from ogles2.library, if there can be the same debug version of library, then it can be something like

```
setenv OGLES2_DEBUG_DBO 1
```

and it will print all DBOs when app which use ogles2.library is used.

By that way, every user/developer can debug later everything more deeply, and provide to you or to daniel ready to understand information.

I mean, its not usuall libraries with debug symbosl attached to, but special versions which will help to debug

things in realtime.