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Subject: : AmigaOS4

Topic: : BSzili port requests

Re: BSzili port requests

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URL:

@walkero,BSzili

I tried to run Jedi in window mode, with very high textures settings (so to see memory monitor), and can say that it didn't fill the system memory when lockup happens.

It only come to just 700mb of system memory being in use, and then lockup. So its something else.

There is what i get on serial when lockup happens:

```
[HAL_DfltTrapHandler] *** Warning: Fatal exception in task 0x62C831F0 (openjk_sp, etask = 0xEFDE2F10)
at ip 0x01D71348
```

```
Dump of context at 0xEFD2BBA0
```

```
Trap type: DSI exception
```

```
Exception Syndrome Register (ESR): 0x00000000
```

```
Machine State (raw): 0x0002F030
```

```
Machine State (verbose): [Critical Ints on] [ExtInt on] [User] [FPU on] [IAT on] [DAT on]
```

```
DSISR: 00000000 DAR: 1EA31704
```

```
No matching page found
```

```
Temporary stack trace:
```

```
#0: in module RadeonHD.chip+0x00083F88 (0x01D71348)
```

```
#1: in module RadeonHD.chip+0x0009CD34 (0x01D8A0F4)
```

```
#2: 0x7F73F608
```

```
#3: 0x7F73F7B0
```

```
#4: 0x7F813048
```

```
#5: 0x7F82E984
```

```
#6: 0x7F830E08
```

```
#7: 0x7FA64C3C
```

```
#8: 0x7FA65900
```

```
#9: 0x7FA7BBC8
```

```
#10: 0x7FA7E2C8
```

```
#11: 0x7FA59394
```

```
#12: 0x7FA7288C
```

```
#13: 0x7FA342D0
```

```
#14: 0x7FA385FC
```

```
#15: 0x7F6F2420
```

```
#16: 0x7F707C7C
```

```
#17: 0x7F5FE90C
```

#18: 0x7F600368  
#19: 0x7F682324  
#20: 0x7F68A790  
#21: 0x7F68B9A8  
#22: 0x7FA05B28  
#23: 0x7F9E8048  
#24: 0x7FA0AEC0  
#25: in module newlib.library.kmod+0x00002520 (0x01A82780)  
#26: in module newlib.library.kmod+0x000031E4 (0x01A83444)  
#27: in module newlib.library.kmod+0x00003558 (0x01A837B8)  
#28: 0x7F9A3E38  
#29: in module dos.library.kmod+0x00026724 (0x0197D824)  
#30: in module kernel+0x0006B268 (0x0186B268)  
#31: in module kernel+0x0006B2B0 (0x0186B2B0)  
#32: 0x00000000

Crashed process: openjk\_sp (0x62C831F0)

DSI verbose error description: Page not found in hash table (page fault)

Access not allowed by page protection (protection violation)

Access was a load operation

0: 01D7FF2C 61C11080 00000002 62C8C858 62C831F0 00000000 00000000 000AB000  
8: 00000000 ABADCAFF AEB72C9C ABADCB1F 00000000 61CA1CD8 000AB000 44721000  
16: 00000000 ABADCB27 60109100 00000008 00000100 000AB000 6FEBEA68 00000001  
24: 67FD23C0 000AB000 00000003 45A8F8D0 00000000 000AB000 00000000 00000000  
CR: 59935599 XER: 800007E CTR: 01826954 LR: 01D711E4  
DSISR: 00000000 DAR: 1EA31704

FP0 : FFF8000082002000 0000000000000000 BFF0000000000000 BFF0000000000000  
FP4 : 40AF920000000000 C040000000000000 C038000000000000 C030000000000000  
FP8 : 3FF0000000000000 4049000000000000 4330000080000000 3FF0000000000000  
FP12: 4008000000000000 0000000000000000 6948160531251334 CA405F24F2B0C790  
FP16: 9C3107273943CD8C 0F3511BEDD2CF8B1 8A86924B501CE9B0 BAE0887C20C24498  
FP20: 283640041C2A08F2 8A20756F9592D1D4 3660827EF540E830 0900402EF334C827  
FP24: 993E64BE746B60D0 9C723E0661FAD873 2844AB031A49312E 1114DEB6D0B675B1  
FP28: 89FB1696DD96BCF3 C044000000000000 4078800000000000 40AEF00000000000  
FPSCR: 82002000

Disassembly of crash site:

[vaa\_InstFaultHandler] pCur->VMA.Flags = 0x00000040

[HAL\_DfltTrapHandler] \*\*\* Warning: Fatal exception in task 0x62C831F0 (openjk\_sp, etask = 0xEFDE2F10)  
at ip 0x453E36FC

A:Missed IRQ! diff = 2392

[HAL\_DfltTrapHandler] \*\*\* Warning: Fatal flt exception in task 0x6FFAA360 (idle.task, etask = 0xEFFF40C0)  
at ip 0x01D6AB7C

Dump of context at 0xEFFF33E0

Trap type: DSI exception

Exception Syndrome Register (ESR): 0x00000000

Machine State (raw): 0x00023032

Machine State (verbose): [Critical Ints on] [Super] [FPU on] [IAT on] [DAT on] [Recoverable]

DSISR: 00000000 DAR: CAFEABFF

No matching page found

## Temporary stack trace:

#0: in module RadeonHD.chip+0x0007D7BC (0x01D6AB7C)

#1: in module kernel+0x00008BBC (0x01808BBC)

#2: in module kernel+0x000099F4 (0x018099F4)

#3: in module kernel+0x000005E4 (0x018005E4)

Crashed task: idle.task (0x6FFAA360)

DSI verbose error description: Page not found in hash table (page fault)

Access was a load operation

0: FFFFABFF 02180130 00000002 6FF75910 022E7CB2 6FFA4000 022E4E14 022E4E84

8: 021891BC 6FEBEC48 02160000 CAFEABFF 5EADBEE3 0000000D 0000000E 0000000F

16: 00000010 00000011 00000012 02180220 00000001 80000014 8000000F 8000000E

24: 8000000A 6FF75910 80000002 0215109C 6FFA4000 021828D4 00000000 6FFA4044

CR: 5EADBEE9 XER: C000006F CTR: 01D04FA0 LR: 01D04FFC

DSISR: 00000000 DAR: CAFEABFF

FP0 : FFF800082002000 0000000000000000 BFF0000000000000 BFF0000000000000

FP4 : 40AF920000000000 C040000000000000 C038000000000000 C030000000000000

FP8 : 3FF0000000000000 4049000000000000 4330000080000000 3FF0000000000000

FP12: 4008000000000000 0000000000000000 6948160531251334 CA405F24F2B0C790

FP16: 9C3107273943CDBC 0F3511BEDD2CF8B1 8A86924B501CE9B0 BAE0887C20C24498

FP20: 283640041C2A08F2 8A20756F9592D1D4 3660827EF540E830 0900402EF334C827

FP24: 993E64BE746B60D0 9C723E0661FAD873 2844AB031A49312E 1114DEB6D0B675B1

FP28: 89FB1696DD96BCF3 C044000000000000 4078800000000000 40AEF00000000000

FPSCR: 82002000

Disassembly of crash site:

[vaa\_InstFaultHandler] pCur->VMA.Flags = 0x00000040

[HAL\_DfltTrapHandler] \*\*\* Warning: Fatal exception in task 0x6FFAA360 (idle.task, etask = 0xEFFF40C0)

at ip 0x453E36FC

I didn't test latest RCTW which works over gl4es and which have lockup too with high-texture , but will do, as it can be just the same , and if so, then it very possible can be something in drivers , as if it issues with 2 different games .. (through about the same engine, right ?)

Quote:

Do you plan to compile those games to use latest versions of GL2ES or GL4ES for AmigaOS 4, or even the Warp3D Nova? I don't know how much work needed, but I guess they will gain some speed and better graphics, based on the updated implementations.

If BSzili doesn't mind, i can try to build from his repo GL4ES versions of ArxLibertatis & Jedi , if the code in the repo up2date with all amigaos4 ifdefs and co.