
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

Author: : kas1e

Date: : 2019/3/28 12:04:14

URL:

@Hans

Quote:

EDIT: BTW, if you have a *.debug version of the driver, then that *is* the one that prints debugging info.

Yeah, checked what you send me, and i for sure first time see any debug versions of nova. Is it can be controlled somehow via ENV\$ to what print ? Because it print soo much that it slow things down veeeeery.

But, what is interesting , with such a massive slowing down, i can see frame per frame what happens:

1). I run test case.

2). First frame: whole thing draws correctly ! I surely can see 5 sides of correct look and of correct place (just can't move mouse as everything slow down because of serial output, but i for sure can see that it draws all fine on first frame

And probably for about 10 or more frames (i cant count , but more than one, as i can see some "fade in" thing happens and take more that one frame) it all draws correctly.

3). And then bum at some point faces fucked, and 3 of them disappear, and previous one change the colors.

There is video of that slowedown version:

https://youtu.be/8R_pLIEKChI

See carefull from 0:38 to 0:42

So originally, all faces draws correctly as can be seen. Then they messes later, after few frames. And, the mess itself, happens also not in one single frame, but in few : firstly can be seen that 2 faces disappear, and then on next frame another one.

And there i catch the log from debug version of NOVA, till the moment when those faces start to render wrong (i.e once faces start change and make a wrong look, i just halt output and save it to file):

[http://kas1e.mikendezign.com/aos4/gl4 ... log_till_mess_happens.txt](http://kas1e.mikendezign.com/aos4/gl4...log_till_mess_happens.txt)

400kb of size only