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Subject: : AmigaOS4

Topic: : Porting apitrace

Porting apitrace

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Continuing the discussion about porting a tool like apitrace to AmigaOS to make debugging of OpenGL and Warp3D Nova easier from [here](#).

@Capehill

Quote:

Regarding API tracing, I would contribute to such a project. I have no idea how portable these open source tools are, but I guess it would be possible to "patch" each OGLES2/Warp3D(Nova) call to capture data. Or how would you approach the issue?

The basics are pretty easy. For the ogles2.library you can use IExec->SetMethod() to patch the library calls. I'm not sure if it's patchable on a per-application basis; that probably depends on whether the ogles2.library provides each app with its own interface clone or not.

With Warp3D Nova it's a little different. The driver context has its own set of function pointers, so you can just replace them with your own.

Hans