

Subject: : AmigaOS4

Topic: : Porting apitrace

Re: Porting apitrace

Author: : Hans

Date: : 2019/3/29 11:52:09

URL:

@kas1e

Quote:

So it should be 2 modules, one for ogles2.library and another one for warp3dnova (?)

Yes. 3 modules if you want to log the raw OpenGL calls for GL4ES, but lets not get ahead of ourselves. We need to get something working first.

Quote:

And probabaly making "tracing" will be easy, harder will be replaying and viewing.

Yes, the tracing will be easier than playback.

The documentation says that you can log calls on one machine/OS, and play it back on another. So as far as OpenGL is concerned, it would already be useful with just the call logging working.

Of course, having to copy logs to another machine for playback and analysis would suck, so we want the playback and GUI working too.

Quote:

But even pure "tracing" for both libraries will be also nice to have, it will then dump the lists of ogles2/ w3d calls with their arguments / offsets , and even that info will help to see when and how many and what was called

Yes, even just having the call logs would be useful.

Hans