
Subject: : AmigaOS4

Topic: : Porting apitrace

Re: Porting apitrace

Author: : kas1e

Date: : 2019/4/4 12:50:06

URL:

@Hans

Quote:

If that's true, then patching may need to be done from within the app/game you want to log.

That imho no go.

Quote:

Either that, or you need to patch whatever function is used to create the new interface, so that you can then call SetMethod() on the new interface. Maybe you can patch the library's interface clone function.

Tried to patch ogles'2 Clone, and that also didn't work. I.e. it patches/restores fine, but no printf's coming from patch-fuction to serail or to console when i run any ogles2 based programm.

Quote:

The Warp3D Nova context you get is NOT an AmigaOS 4 library interface, so SetMethod can't be used there. You need to directly replace the context's function pointers.

What you could do is patch W3D_CreateContext*() so that you can catch the context that's created, and then proceed to patch the function pointers.

That one patches fine with with the same Capehil's-kind code, at least i can patch W3DN_CreateContext, and

when run any Warp3DNova example, i have printf's to serial from my patch function.

@Capehill

It mean that your code are fine (as Dos_Delay works, and the same works for Warp3DNova's W3DN_CreateContext), but still it didn't with ogles2 even for pure Clone().

Tried also not only Clone(), but Obtain() and aglCreateContext2() : also didn't patches. I.e. patches, but when i run any gl4es app, it didn't print anything from patched functions.