

Subject: : AmigaOS4

Topic: : Porting apitrace

Re: Porting apitrace

Author: : Hans

Date: : 2019/4/4 13:43:13

URL:

@kas1e

Why is patching it from within the game a no-go? Surely you could just link the logger into the game?

With patching Clone()/Obtain(), you're probably patching a cloned copy of the interface, in which case it only affects that one. Somehow we need to patch the original version before it gets cloned.

Hans