

Subject: : AmigaOS4

Topic: : Porting apitrace

Re: Porting apitrace

Author: : kas1e

Date: : 2019/4/4 14:43:05

URL:

@Hans

Quote:

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

That mean additional work always by modify source code which you may not have. Apitrace mean more easy usage, and im sure everyone agree that adding loger to the games code, can be replaced by printf's then or whatever. Kind of different in compare with apitrace.

Advantage of not touching games code clear : you can debug any app, not only one you have sources of.

Maybe Daniel can add some gate to ogles.library which will give ability to patch things without needs to touch source code of games. If of course there is no other way we didnt know