

Subject: : AmigaOS4

Topic: : Porting apitrace

Re: Porting apitrace

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@Capehil

Yeah, and no pure ogles2 tracing too (sure not that often happens at moment, but still there is few games in pipeline which is pure ogles2).

All in all ogles2.library is a library, there should be something which we can patch and from which continue..

As Hans says, if we have no output from our patch-fucntion, it mean that interface cloned, but still original one is created anyway in the ogles2.library somehow, so all we need it to get this one, and from that patch the function like in the way with Warp3DNova for example ?