

Subject: : AmigaOS4

Topic: : Porting apitrace

Re: Porting apitrace

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URL:

@kas1e

Yeah, before edit, there was a copy-paste bug where I tried to patch the wrong interface and that crashed. Those patch\_ functions should be probably generated by a macro to avoid such silly issues.

I guess shaders are given numbers (glCreateShader) from 256 upwards, so that's why those numbers appear in glCompileShader input, too. Daniel knows.

Executable might be detected by FindTask() somehow ("who is calling this function") but I don't think it's super important at this phase.

So at least we can do now some basic debugging when needed.