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Subject: : AmigaOS4

Topic: : Porting apitrace

Re: Porting apitrace

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Date: : 2019/4/6 11:49:07

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@Capehill

We at least can debug already when one programm running.

Now to have it practical use, maybe you can help a little with issue we have in fricking shark ?:) That can be good test case for real work.

I.e. issue is : in fricking shark, when we press "f4" to showup something on screen, and then die or pass the level, we have some crash (skippable one) with pointing out on some 0xffffffff address (end of memory).

Now, from gl4es side, we prinfs what we send to ogles2.library from glVertexAttribPointer() and glBindBuffer() and all looks correct.

So we need to prinfs the same values now from ogles2.library side.

But, if i will patch now those function in ogles2 and prinfs all the values, then i probabaly will have the same what send gl4es, i.e. "in" values. But is it possible to catch values which ogles2.library send to warp3dnova ? Or for that , we need to find way how to patch warp3dnova's functions too and only then we can find "out" values which ogles2.library send to warp3dnova ?