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Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

Author: : Daytona675x

Date: : 2019/4/10 6:19:50

URL:

@kas1e

Yes, will do. Don't get hyped and don't overestimate the value of this though:

for example 99% of all invalid vertex-pointers will end up crashing (if crashing) at the same location, namely inside one of the hashers when drawing, because that's where they are touched first, although the root of evil is maybe a pointer-assignment hundreds of frames ago or a forgotten VA disable or whatever. Same thing with most other stuff, most is "delayed".

Therefore pretty much the only real good thing is and remains to provide me with small isolated test programs, like those Capehill came up with recently. Without those the crash-site info alone (even incl. function params or whatever) would have left me in the dark.