

Subject: : AmigaOS4

Topic: : Porting apitrace

Re: Porting apitrace

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@Capehill

Btw, in NOVA output i didn't see any call to nova's CompileShader(), while it for sure should be called, as OGLES2 one call glCompileShader() for sure.

For example that will be helpfull to see speed of executiong of the shaders when they passed to/from ogles2 , and how much time takes NOVA's CompileShader().

Probabaly simply adding CompileShader() to warp3dnova's filters list will not make it "just works" ?