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Subject: : AmigaOS4

Topic: : GL4ES: another OpenGL over OpenGL ES2 emulation - some tech. info and porting progress

Re: GL4ES: another OpenGL over OpenGL ES2 emulation - some tech. info and porting progress

Author: : Capehill

Date: : 2019/7/24 9:26:40

URL:

@Daytona675x

This serial capture is right at the beginning:

Quote:

```
Shell Process 'a.out': W3DN_CreateFrameBuffer: Frame buffer address 0x6623e918. Result 0 (ignored (NULL pointer))
```

```
Shell Process 'a.out': W3DN_SetRenderTarget: renderState 0x665c6698, framebuffer 0x6623e918. Result 0 (W3DNEC_SUCCESS)
```

```
Shell Process 'a.out': W3DN_Submit: errCode 15 (W3DNEC_QUEUEEMPTY). Submit ID 0
```

```
Shell Process 'a.out': W3DN_WaitIdle: timeout 0. Result 0 (W3DNEC_SUCCESS)
```

I can try to get more logs if needed. In this dump I saw only one empty queue, maybe the runtime was too short.