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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: : kas1e

Date: : 2019/7/27 12:19:39

URL:

@Hans

Quote:

Sure. Using `std::shared_ptr<>` would be preferred.

Done: <http://www.amiga.org/developer/bugreports/view.php?id=413>

I noted in that bugreport the way how to find out which exactly kind of optimisation make it all behave badly + all the info we discuss. Hope it will help more.

Btw, is -O1 already cause problems ? I assume it is, as if you disable whole optimisation as you say.. via -O0 probabaly ? If -O1 already start to make it bad, then all flags which contain -O1 level can be added one by one manually as Daniel said , and in end find out the guilty one (or ones), which will point out on the roots of problem. At least you will know what exactly optimisation cause it.

And even, if you will not able to fix issue in acceptable timeframe, you at least can find quickly what optimisation flags can be added from -O1, -O2 and -O3 (again as Daniel says before: ) ). Maybe almost all of them, just without some from -O1.

All the flags which contain those O1, O2 and O3 described for example there:

<https://gcc.gnu.org/onlinedocs/gcc/Optimize-Options.html>

I.e. generally, you even can not fix issue right now, but you can find out which optimisation flag is guilty, skip it, but enable all the other ones, which for sure will make it all faster.

Quote:

Sure. Add an enhancement request for this.

Done: <http://www.amiga.org/developer/bugreports/view.php?id=414>

There i descibe what it and for what, give a link on opengles2() description of the same kind of functions. By link there also example of code, which mean that those functions don't need to save or load anything to/from disk, they doing all in the memory, its coder who save/load it. Also binary format can be choice any, its up to driver's coder.

Of course, firstly first bug need to be deal with. Because, it possible that in end, after fixing issue and/or turning on all (or almost all) optimisation may make warp3dnova's compilershader() works that fast, that we can't see problems visually, then that enhancement request can be forgotten for better times. But if compilershader() optimisation will be not enough, then those new functions will be need it.

As usuall i am ready to any tests.

Just Mattew should know that more work on warp3dnova need it, as bugs keep collecting and optimisation need to be enabled everywhere. Probabaly he think all is fine already, and not thinking it is worth to pay for more warp3dnova work :)

I feel you already burnout a bit with all those new projects Mattew throw at you, maybe keep them all on pause, and instead focus for 3-4 weeks on NOVa again ? :) Just asking, as you know how to do it all yourself, of course :)