

Subject: : AmigaOS4

Topic: : Porting apitrace

Re: Porting apitrace

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Date: : 2019/8/23 17:08:58

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@Capehill

Yeah, i follow your commits, and build from time to time new version :)

Had to say, that i found it very good use when i need to catch shaders from gl4es : i just create a filter with just shader function(s), and use it : everything fast and fancy even to debug buffer, and i just grab the log and can see all the shaders created which actually send to ogles2.