

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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Date: : 2019/9/25 18:17:09

URL:

@Raziel

Include proto/exec.h if you want to call IExec functions, rather. You could now try to add more DebugPrintFs near to the crash site. The last trace had r9 == 0 (NULL), for example, so there is an invalid read attempt.

ResidualVM: there are only a handful of glTexImage2D calls: [https://github.com/residualvm/residual ...
d&unscoped_q=glteximage2d](https://github.com/residualvm/residual...d&unscoped_q=glteximage2d)

I guess it's possible to debug them all but it would be generally faster to discuss with devs who wrote the code.

One idea you could do, is to fork the engine, create a git branch, add your debug patches over and then show us what you have got. You can delete the branch later.