
Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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Date: : 2020/11/30 17:18:45

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@Capehill

Yeah, i got it...sorry, getting old and crazy here...but mainly old

Soo, with debug in place, here's what i get (don't mind the binary path, it's meant to be temporary).

btw: That is *without* the opengl3d patch

```
[_OS4_INIT] IExec 0x02973054
[SDL_CreateMutex] Created mutex 0x6FFAA780
[OS4_InitThreadSubSystem] Main task 0x4E298510
[OS4_InitThreadSubSystem] Children mutex 0x6FFAA7E0, waiters mutex 0x6FFAA800
[OS4_OpenLibrary] Opening 'dos.library' version 50 succeeded (address 0x6FE97220)
[OS4_GetInterface] Getting interface for libbase 0x6FE97220 succeeded (address 0x6FB955D0)
[OS4_InitThreadSubSystem] dosBase 0x6FE97220, iDos 0x6FB955D0
[OS4_InitTimerSubSystem] Called
[OS4_InitTimerSubSystem] ITimer 0x6FF8E900
[OS4_InitTimerSubSystem] Timer frequency 66666666 Hz
[OS4_TimerCreate] Creating timer 0x435B743C for task 0x4E298510
[SDL_CreateMutex] Created mutex 0x6FFAA820
[SDL_CreateMutex] Created mutex 0x6FFAA840
[OS4_InitThreadSubSystem] Already initialized
[OS4_CreateDevice] *** SDL 2.0.12 video initialization starts ***
[OS4_CreateDevice] Build date: 27.4.2020
[OS4_AllocSystemResources] Called
[OS4_OpenLibraries] Opening libraries
[OS4_OpenLibrary] Opening 'graphics.library' version 54 succeeded (address 0x6FFB8420)
[OS4_OpenLibrary] Opening 'layers.library' version 53 succeeded (address 0x6FFFE4F0)
[OS4_OpenLibrary] Opening 'intuition.library' version 51 succeeded (address 0x6FF494D0)
[OS4_OpenLibrary] Opening 'icon.library' version 51 succeeded (address 0x62ADE0CC)
[OS4_OpenLibrary] Opening 'workbench.library' version 51 succeeded (address 0x6FEF808C)
[OS4_OpenLibrary] Opening 'keymap.library' version 51 succeeded (address 0x6FF622C0)
[OS4_OpenLibrary] Opening 'textclip.library' version 51 succeeded (address 0x6136DEFC)
[OS4_OpenLibrary] Opening 'dos.library' version 51 succeeded (address 0x6FE97220)
[OS4_GetInterface] Getting interface for libbase 0x6FFB8420 succeeded (address 0x6FF3D000)
[OS4_GetInterface] Getting interface for libbase 0x6FFFE4F0 succeeded (address 0x6FF3C140)
[OS4_GetInterface] Getting interface for libbase 0x6FF494D0 succeeded (address 0x6FFF800)
```

[OS4_GetInterface] Getting interface for libbase 0x62ADE0CC succeeded (address 0x6FDC27A0)
[OS4_GetInterface] Getting interface for libbase 0x6FEF808C succeeded (address 0x6FDC2E30)
[OS4_GetInterface] Getting interface for libbase 0x6FF622C0 succeeded (address 0x6FF8F500)
[OS4_GetInterface] Getting interface for libbase 0x6136DEFC succeeded (address 0x6171D5B0)
[OS4_GetInterface] Getting interface for libbase 0x6FE97220 succeeded (address 0x6FB955D0)
[OS4_OpenLibraries] All library interfaces OK
[OS4_FindApplicationName] GetCliProgramName: 'scummvm'
[OS4_FindApplicationName] Application name: 'scummvm'
[OS4_GetInterface] Getting interface for libbase 0x6FF6250C succeeded (address 0x6FEAD3D0)
[OS4_VideoInit] Called
[OS4_InitModes] Called
[OS4_LockPubScreen] Locking public screen
[OS4_LockPubScreen] Public screen 0x617869C0 locked
[OS4_GetDisplayMode] RTG mode 1343427328: w=2560, h=1440, bits=24
[OS4_CreateDefaultCursor] 0x45D41618
[OS4_CreateHiddenCursor] Called
[OS4_CreateCursor] Surface 0x45D41640, cursor 0x45D41738, hot_x 0, hot_y 0
[OS4_CopyImageData] Copying cursor data 1*1 from surface 0x45D41640 to buffer 0x45D41760
[OS4_GetDoubleClickTimeInMillis] Doubleclick time 1500 ms
[OS4_ShowCursor] Hiding cursor
[OS4_OpenLibrary] Opening 'elf.library' version 52 succeeded (address 0x6FEAB6F4)
[OS4_GetInterface] Getting interface for libbase 0x6FEAB6F4 succeeded (address 0x6FFA9CC0)
[OS4_OpenLibrary] Opening 'dos.library' version 51 succeeded (address 0x6FE97220)
[OS4_GetInterface] Getting interface for libbase 0x6FE97220 succeeded (address 0x6FB955D0)
[SDL_LoadObject] Elf handle 0x4DCA23F0
[SDL_LoadObject] 'Cache:Uploads/scummvm/plugins/libdetection.so' loaded
[SDL_LoadFunction] Symbol 'PLUGIN_getVersion' found at 0x7E6E24B4
[SDL_LoadFunction] Symbol 'PLUGIN_getType' found at 0x7E6E24BC
[SDL_LoadFunction] Symbol 'PLUGIN_getTypeVersion' found at 0x7E6E24C4
[SDL_LoadFunction] Symbol 'PLUGIN_getObject' found at 0x7E6E24D0
[SDL_LoadObject] Elf handle 0x4DCA23F0
[SDL_LoadObject] 'Cache:Uploads/scummvm/plugins/libscumm.so' loaded
[SDL_LoadFunction] Symbol 'PLUGIN_getVersion' found at 0x7E50FA2C
[SDL_LoadFunction] Symbol 'PLUGIN_getType' found at 0x7E50FA34
[SDL_LoadFunction] Symbol 'PLUGIN_getTypeVersion' found at 0x7E50FA3C
[SDL_LoadFunction] Symbol 'PLUGIN_getObject' found at 0x7E50FA48
[OS4_LoadGILibrary] Profile_mask 0, major ver 1, minor ver 3
[OS4_IsMiniGL] OpenGL 1.3 requested
[OS4_GL_LoadLibrary] Called 0
[OS4_OpenLibrary] Opening 'minigl.library' version 2 succeeded (address 0x4C1A5C18)
[OS4_GetInterface] Getting interface for libbase 0x4C1A5C18 succeeded (address 0x4C1A5AE0)
[OS4_GL_LoadLibrary] MiniGL library opened
[OS4_GetIDCMPFlags] Called
[OS4_GetWindowFlags] Called
[OS4_GetScreenForWindow] Window mode (public screen)
[OS4_CenterWindow] X centered
[OS4_CenterWindow] Y centered
[OS4_CreateSystemWindow] Opening window '(null)' at (1264,704) of size (32x32) on screen 0x617869C0
[OS4_CreateSystemWindow] Window address 0x46E42068
[OS4_SetupWindowData] '(null)' dimensions 32*32
[OS4_CreatelconifyGadgetForWindow] Don't add gadget for too small window 32*32 (OS4 bug)

```
[OS4_GL_CreateContext] Called
[OS4_GL_AllocateBuffers] Allocate double buffer bitmaps 32*32*32
[OS4_GL_AllocateBuffers] SRC FMT 6, SRC2 FMT 6, DST FMT 6
[OS4_GL_CreateContext] MiniGL context 0x43664300 created for window "
Dump of context at 0xDF78F000
Trap type: DSI exception
Machine State (raw): 0x100000000200B030
Machine State (verbose): [Hyper] [ExtInt on] [Super] [FPU on] [IAT on] [DAT on]
Instruction pointer: 0x7F061AB8
Crashed process: scummvm (0x4E298510)
DSI verbose error description: Access not found in hash or BAT (page fault)
Access was a load operation
0: C4592260 4B7B5A10 3C0001CD 45D41BB0 00000D33 45D41BB8 02400020 45D41BD0
8: FFFFFFFF 00000000 00000000 0000001A FFFFFFFD 435FCDDC 00000000 4F62B000
16: 44CEDA68 00000000 435F53B0 44CE8FB8 00000000 00000000 00000000 00000000
24: 00000000 00000000 00000000 4B7B5A80 4B7B5A18 45D41BB0 435F3C98 4B7B5A60
CR: 42842844 XER: 20000000 CTR: 0201E334 LR: 7F061AA4
DSISR: 40000000 DAR: 00000000

FP0 : FFF8000082004000 3FF0000000000000 3FF0000000000000 3FF0000000000000
FP4 : 3FF0000000000000 FFFFFFFFFFFFFFFFFF 4088B00000000000 4085180000000000
FP8 : 4085D00000000000 3FA47AE160000000 3FF0000000000000 4330000080000020
FP12: 4030000000000000 4330000080000040 0000000000000000 0000000000000000
FP16: 0000000000000000 0000000000000000 0000000000000000 0000000000000000
FP20: 0000000000000000 0000000000000000 0000000000000000 0000000000000000
FP24: 0000000000000000 0000000000000000 0000000000000000 0000000000000000
FP28: 0000000000000000 0000000000000000 3FF5555560000000 FFF800000000F307
FPSCR: 82004000
HID0: 0x8000000000000000 HID1: 0x000000005CE993B1
HID4: 0x44002400000080180 HID5: 0x00000066000000080

V0 : 00000000000000000000000000000000 00000000000000000000000000000000
V2 : FE01CE31FE01CE31FE01CE31FE0108F7 FE01CE31FE01CE31FE01CE31FE0108F7
V4 : FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF 01FF01FF01FF01FF01FF01FF01FF01FF01FF
V6 : 00FF00FF00FF00FF00FF00FF00FF00FF 00000000101010102020202030303030
V8 : 00000000000000000000000000000000 CE31CE31CE31CE31CE31CE31CE3108F708F7
V10: 01010101010101010101010101010101 00000000101010102020202030303030
V12: 00FF00FF00FF00FF00FF00FF00FF00FF FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
V14: 001002120414061608180A1A0C1C0E1E 01000100010001000100010001000100
V16: FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF FFCFCFCFFFCFCFCFFFCFCFCFFF090909
V18: 00000000000000000000000000000000 00000000000000000000000000000000
V20: 00000000000000000000000000000000 00000000000000000000000000000000
V22: 00000000000000000000000000000000 00000000000000000000000000000000
V24: 00000000000000000000000000000000 00000000000000000000000000000000
V26: 00000000000000000000000000000000 00000000000000000000000000000000
V28: 00000000000000000000000000000000 00000000000000000000000000000000
V30: 00000000000000000000000000000000 00000000000000000000000000000000
VSCR: 00000000 VRSARE: 00000000
```

```
Disassembly of crash site:
7F061AA8: 835E800C lwz r26,-32756(r30)
```

```
7F061AAC: 38800D33 li r4,3379
7F061AB0: 93FD0004 stw r31,4(r29)
7F061AB4: 3BE10050 addi r31,r1,80
>7F061AB8: 807A0000 lwz r3,0(r26)
7F061ABC: 812300F8 lwz r9,248(r3)
7F061AC0: 7D2903A6 mtctr r9
7F061AC4: 4E800421 bctrl
7F061AC8: 80BD0008 lwz r5,8(r29)
7F061ACC: 38600005 li r3,5
```

Kernel command line: serial debuglevel=0

Registers pointing to code:

```
r6 : native kernel module RadeonHD.chip+0x0005ec00
r13: scummvm:_ZN6Common13reverseTablesE()+0x8dc (section 34 @ 0x7A08)
r18: scummvm:g_system()+0x0 (section 33 @ 0xFC)
r30: scummvm:_ZN5Cloud14cloudicon_dataE()+0x158 (section 28 @ 0x3454)
ip : [graphics/opengl/context.cpp:73] scummvm:_ZN6OpenGL9ContextGL10initializeENS_14ContextOGLTypeE()+0x8c (section 12 @ 0x252200)
lr : [graphics/opengl/context.cpp:59] scummvm:_ZN6OpenGL9ContextGL10initializeENS_14ContextOGLTypeE()+0x78 (section 12 @ 0x2521EC)
ctr: native kernel module kernel+0x0001e334
```

Stack trace:

```
(0x4B7B5A10) [graphics/opengl/context.cpp:73] scummvm:_ZN6OpenGL9ContextGL10initializeENS_14ContextOGLTypeE()+0x8c (section 12 @ 0x252200)
(0x4B7B5AE0) [graphics/opengl/context.cpp:59] scummvm:_ZN6OpenGL9ContextGL10initializeENS_14ContextOGLTypeE()+0x78 (section 12 @ 0x2521EC)
(0x4B7B5B00) [backends/platform/sdl/sdl.cpp:218] scummvm:_ZN11OSystem_SDL11initBackendEv()+0x90 (section 12 @ 0x59B8)
(0x4B7B5B60) [base/main.cpp:478] scummvm:scummvm_main()+0x778 (section 12 @ 0x83B8)
(0x4B7B60D0) [backends/platform/sdl/amigaos/amigaos-main.cpp:79] scummvm:main()+0x158 (section 12 @ 0x6D28)
(0x4B7B6D00) native kernel module newlib.library.kmod+0x000020a4
(0x4B7B6D70) native kernel module newlib.library.kmod+0x00002d0c
(0x4B7B6F10) native kernel module newlib.library.kmod+0x00002ee8
(0x4B7B6F50) scummvm:_start()+0x170 (section 12 @ 0x1AB8)
(0x4B7B6F90) native kernel module dos.library.kmod+0x000255c8
(0x4B7B6FC0) native kernel module kernel+0x000420ac
(0x4B7B6FD0) native kernel module kernel+0x000420f4
```

Disassembly of crash site:

```
7F061AA8: 835E800C lwz r26,-32756(r30)
7F061AAC: 38800D33 li r4,3379
7F061AB0: 93FD0004 stw r31,4(r29)
7F061AB4: 3BE10050 addi r31,r1,80
>7F061AB8: 807A0000 lwz r3,0(r26)
7F061ABC: 812300F8 lwz r9,248(r3)
7F061AC0: 7D2903A6 mtctr r9
7F061AC4: 4E800421 bctrl
7F061AC8: 80BD0008 lwz r5,8(r29)
```

7F061ACC: 38600005 li r3,5
Stack pointer (0x4B7B5A10) is inside bounds
Redzone is OK (4)

68k register dump

DATA: 97C0DF00 00000000 00000000 00000000 00000000 00000000 00000000 00000000
ADDR: 6FFB8700 96686400 00000000 00000000 00000000 00000000 00000000 4B7B5350
Page information:
Page not found

and this is the same *with* the patch in place, not much difference, i'm afraid

```
[_OS4_INIT] IExec 0x02973054
[SDL_CreateMutex] Created mutex 0x4187E950
[OS4_InitThreadSubSystem] Main task 0x48439D90
[OS4_InitThreadSubSystem] Children mutex 0x4187E970, waiters mutex 0x4187E990
[OS4_OpenLibrary] Opening 'dos.library' version 50 succeeded (address 0x6FE97220)
[OS4_GetInterface] Getting interface for libbase 0x6FE97220 succeeded (address 0x6FB955D0)
[OS4_InitThreadSubSystem] dosBase 0x6FE97220, iDos 0x6FB955D0
[OS4_InitTimerSubSystem] Called
[OS4_InitTimerSubSystem] ITimer 0x6FF8E900
[OS4_InitTimerSubSystem] Timer frequency 66666666 Hz
[OS4_TimerCreate] Creating timer 0x3B0AD43C for task 0x48439D90
[SDL_CreateMutex] Created mutex 0x4187E9B0
[SDL_CreateMutex] Created mutex 0x4187E9D0
[OS4_InitThreadSubSystem] Already initialized
[OS4_CreateDevice] *** SDL 2.0.12 video initialization starts ***
[OS4_CreateDevice] Build date: 27.4.2020
[OS4_AllocSystemResources] Called
[OS4_OpenLibraries] Opening libraries
[OS4_OpenLibrary] Opening 'graphics.library' version 54 succeeded (address 0x6FFB8420)
[OS4_OpenLibrary] Opening 'layers.library' version 53 succeeded (address 0x6FFFE4F0)
[OS4_OpenLibrary] Opening 'intuition.library' version 51 succeeded (address 0x6FF494D0)
[OS4_OpenLibrary] Opening 'icon.library' version 51 succeeded (address 0x62ADE0CC)
[OS4_OpenLibrary] Opening 'workbench.library' version 51 succeeded (address 0x6FEF808C)
[OS4_OpenLibrary] Opening 'keymap.library' version 51 succeeded (address 0x6FF622C0)
[OS4_OpenLibrary] Opening 'textclip.library' version 51 succeeded (address 0x6136DEFC)
[OS4_OpenLibrary] Opening 'dos.library' version 51 succeeded (address 0x6FE97220)
[OS4_GetInterface] Getting interface for libbase 0x6FFB8420 succeeded (address 0x6FF3D000)
[OS4_GetInterface] Getting interface for libbase 0x6FFFE4F0 succeeded (address 0x6FF3C140)
[OS4_GetInterface] Getting interface for libbase 0x6FF494D0 succeeded (address 0x6FFFF800)
[OS4_GetInterface] Getting interface for libbase 0x62ADE0CC succeeded (address 0x6FDC27A0)
[OS4_GetInterface] Getting interface for libbase 0x6FEF808C succeeded (address 0x6FDC2E30)
[OS4_GetInterface] Getting interface for libbase 0x6FF622C0 succeeded (address 0x6FF8F500)
[OS4_GetInterface] Getting interface for libbase 0x6136DEFC succeeded (address 0x6171D5B0)
[OS4_GetInterface] Getting interface for libbase 0x6FE97220 succeeded (address 0x6FB955D0)
[OS4_OpenLibraries] All library interfaces OK
[OS4_FindApplicationName] GetCliProgramName: 'scummvm_patch'
[OS4_FindApplicationName] Application name: 'scummvm_patch'
[OS4_GetInterface] Getting interface for libbase 0x6FF6250C succeeded (address 0x6FEAD3D0)
```

```
[OS4_VideoInit] Called
[OS4_InitModes] Called
[OS4_LockPubScreen] Locking public screen
[OS4_LockPubScreen] Public screen 0x617869C0 locked
[OS4_GetDisplayMode] RTG mode 1343427328: w=2560, h=1440, bits=24
[OS4_CreateDefaultCursor] 0x45741630
[OS4_CreateHiddenCursor] Called
[OS4_CreateCursor] Surface 0x45741658, cursor 0x45741750, hot_x 0, hot_y 0
[OS4_CopyImageData] Copying cursor data 1*1 from surface 0x45741658 to buffer 0x45741778
[OS4_GetDoubleClickTimeInMillis] Doubleclick time 1500 ms
[OS4_ShowCursor] Hiding cursor
[OS4_OpenLibrary] Opening 'elf.library' version 52 succeeded (address 0x6FEAB6F4)
[OS4_GetInterface] Getting interface for libbase 0x6FEAB6F4 succeeded (address 0x6FFA9CC0)
[OS4_OpenLibrary] Opening 'dos.library' version 51 succeeded (address 0x6FE97220)
[OS4_GetInterface] Getting interface for libbase 0x6FE97220 succeeded (address 0x6FB955D0)
[SDL_LoadObject] Elf handle 0x3A921A20
[SDL_LoadObject] 'Cache:Uploads/scummvm/plugins/libdetection.so' loaded
[SDL_LoadFunction] Symbol 'PLUGIN_getVersion' found at 0x7A9E54B4
[SDL_LoadFunction] Symbol 'PLUGIN_getType' found at 0x7A9E54BC
[SDL_LoadFunction] Symbol 'PLUGIN_getTypeVersion' found at 0x7A9E54C4
[SDL_LoadFunction] Symbol 'PLUGIN_getObject' found at 0x7A9E54D0
[SDL_LoadObject] Elf handle 0x3A921A20
[SDL_LoadObject] 'Cache:Uploads/scummvm/plugins/libscumm.so' loaded
[SDL_LoadFunction] Symbol 'PLUGIN_getVersion' found at 0x7A812A2C
[SDL_LoadFunction] Symbol 'PLUGIN_getType' found at 0x7A812A34
[SDL_LoadFunction] Symbol 'PLUGIN_getTypeVersion' found at 0x7A812A3C
[SDL_LoadFunction] Symbol 'PLUGIN_getObject' found at 0x7A812A48
[OS4_LoadGILibrary] Profile_mask 0, major ver 1, minor ver 3
[OS4_IsMiniGL] OpenGL 1.3 requested
[OS4_GL_LoadLibrary] Called 0
[OS4_OpenLibrary] Opening 'minigl.library' version 2 succeeded (address 0x4C1A5C18)
[OS4_GetInterface] Getting interface for libbase 0x4C1A5C18 succeeded (address 0x4C1A5AE0)
[OS4_GL_LoadLibrary] MiniGL library opened
[OS4_GetIDCMPFlags] Called
[OS4_GetWindowFlags] Called
[OS4_GetScreenForWindow] Window mode (public screen)
[OS4_CenterWindow] X centered
[OS4_CenterWindow] Y centered
[OS4_CreateSystemWindow] Opening window '(null)' at (1264,704) of size (32x32) on screen 0x617869C0
[OS4_CreateSystemWindow] Window address 0x5BC73FD8
[OS4_SetupWindowData] '(null)' dimensions 32*32
[OS4_CreatelconifyGadgetForWindow] Don't add gadget for too small window 32*32 (OS4 bug)
[OS4_GL_CreateContext] Called
[OS4_GL_AllocateBuffers] Allocate double buffer bitmaps 32*32*32
[OS4_GL_AllocateBuffers] SRC FMT 6, SRC2 FMT 6, DST FMT 6
[OS4_GL_CreateContext] MiniGL context 0x3B146300 created for window "
Dump of context at 0xDF823BA0
Trap type: DSI exception
Machine State (raw): 0x100000000200B030
Machine State (verbose): [Hyper] [ExtInt on] [Super] [FPU on] [IAT on] [DAT on]
Instruction pointer: 0x7B4FFAD0
```

Crashed process: scummvm_patch (0x48439D90)

DSI verbose error description: Access not found in hash or BAT (page fault)

Access was a load operation

0: BFBEA248 39438A10 00000000 45741BC8 00000D33 45741BD0 02400020 45741BE8
8: FFFFFFFF 00000000 00000000 0000001A FFFFFFFD 3B0F2DDC 00000000 43F2D680
16: 4479AA70 00000000 3B0EB3B0 44795FC0 00000000 00000000 00000000 00000000
24: 00000000 00000000 00000000 39438A80 39438A18 45741BC8 3B0E9C98 39438A60
CR: 42842844 XER: 20000000 CTR: 0201E334 LR: 7B4FFABC
DSISR: 40000000 DAR: 00000000

FP0 : FFF8000082004000 3FF0000000000000 3FF0000000000000 3FF0000000000000
FP4 : 3FF0000000000000 0000000000000000 4088B00000000000 4085180000000000
FP8 : 4085D00000000000 3FA47AE160000000 3FF0000000000000 4330000080000020
FP12: 4030000000000000 4330000080000040 0000000000000000 0000000000000000
FP16: 0000000000000000 0000000000000000 0000000000000000 0000000000000000
FP20: 0000000000000000 0000000000000000 0000000000000000 0000000000000000
FP24: 0000000000000000 0000000000000000 0000000000000000 0000000000000000
FP28: 0000000000000000 0000000000000000 3FF5555600000000 FFF800000000F307
FPSCR: 82004000

HID0: 0x8000000000000000 HID1: 0x000000005CE993B1

HID4: 0x4400240000080180 HID5: 0x0000006600000080

V0 : 00000000000000000000000000000000 00000000000000000000000000000000
V2 : 3AC500FF3AC500FFFE01FE01FE01FE01 00000000000000000000000000000000
V4 : FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF 3BC501FF3BC501FF3BC501FF3BC501FF
V6 : FE014DB2FE014DB2FE014DB2FE014DB2 0000000010101010202020203030303
V8 : 3AC500FF3AC500FF3AC500FF3AC500FF 3BC501FF3BC501FFFF01FF01FF01FF01
V10: FF3B4E01FF3B4E01FFFFFFFFFFFFFFFF 00000000000000000000000000000000
V12: FE014DB2FE014DB2FE01FE01FE01FE01 FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
V14: 001002120414061608180A1A0C1C0E1E 01000100010001000100010001000100
V16: FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF FF3B4E01FF3B4E01FFFFFFFFFFFFFFFF
V18: 00000000000000000000000000000000 FF014EB2FF014EB2FF01FF01FF01FF01
V20: 00000000000000000000000000000000 00000000000000000000000000000000
V22: 00000000000000000000000000000000 00000000000000000000000000000000
V24: 00000000000000000000000000000000 00000000000000000000000000000000
V26: 00000000000000000000000000000000 00000000000000000000000000000000
V28: 00000000000000000000000000000000 00000000000000000000000000000000
V30: 00000000000000000000000000000000 00000000000000000000000000000000
VSCR: 00000000 VRSAVE: 00000000

Disassembly of crash site:

7B4FFAC0: 835E800C lwz r26,-32756(r30)
7B4FFAC4: 38800D33 li r4,3379
7B4FFAC8: 93FD0004 stw r31,4(r29)
7B4FFACC: 3BE10050 addi r31,r1,80
>7B4FFAD0: 807A0000 lwz r3,0(r26)
7B4FFAD4: 812300F8 lwz r9,248(r3)
7B4FFAD8: 7D2903A6 mtctr r9
7B4FFADC: 4E800421 bctrl
7B4FFAE0: 80BD0008 lwz r5,8(r29)
7B4FFAE4: 38600005 li r3,5

Kernel command line: serial debuglevel=0

Registers pointing to code:

r6 : native kernel module RadeonHD.chip+0x0005ec00
r13: scummvm_patch:_ZN6Common13reverseTablesE()+0x8dc (section 34 @ 0x7A08)
r18: scummvm_patch:g_system()+0x0 (section 33 @ 0xFC)
r30: scummvm_patch:_ZN5Cloud14cloudicon_dataE()+0x158 (section 28 @ 0x3454)
ip : [graphics/opengl/context.cpp:73] scummvm_patch:_ZN6OpenGL9ContextGL10initializeENS_14ContextOGLTypeE()+0x8c (section 12 @ 0x252218)
lr : [graphics/opengl/context.cpp:59] scummvm_patch:_ZN6OpenGL9ContextGL10initializeENS_14ContextOGLTypeE()+0x78 (section 12 @ 0x252204)
ctr: native kernel module kernel+0x0001e334

Stack trace:

(0x39438A10) [graphics/opengl/context.cpp:73] scummvm_patch:_ZN6OpenGL9ContextGL10initializeENS_14ContextOGLTypeE()+0x8c (section 12 @ 0x252218)
(0x39438AE0) [graphics/opengl/context.cpp:59] scummvm_patch:_ZN6OpenGL9ContextGL10initializeENS_14ContextOGLTypeE()+0x78 (section 12 @ 0x252204)
(0x39438B00) [backends/platform/sdl/sdl.cpp:218] scummvm_patch:_ZN11OSystem_SDL11initBackendEv()+0x90 (section 12 @ 0x59B8)
(0x39438B60) [base/main.cpp:478] scummvm_patch:scummvm_main()+0x778 (section 12 @ 0x83B8)
(0x394390D0) [backends/platform/sdl/amigaos/amigaos-main.cpp:79] scummvm_patch:main()+0x158 (section 12 @ 0x6D28)
(0x39439D00) native kernel module newlib.library.kmod+0x000020a4
(0x39439D70) native kernel module newlib.library.kmod+0x00002d0c
(0x39439F10) native kernel module newlib.library.kmod+0x00002ee8
(0x39439F50) scummvm_patch:_start()+0x170 (section 12 @ 0x1AB8)
(0x39439F90) native kernel module dos.library.kmod+0x000255c8
(0x39439FC0) native kernel module kernel+0x000420ac
(0x39439FD0) native kernel module kernel+0x000420f4

Disassembly of crash site:

```
7B4FFAC0: 835E800C lwz      r26,-32756(r30)
7B4FFAC4: 38800D33 li      r4,3379
7B4FFAC8: 93FD0004 stw     r31,4(r29)
7B4FFACC: 3BE10050 addi   r31,r1,80
>7B4FFAD0: 807A0000 lwz     r3,0(r26)
7B4FFAD4: 812300F8 lwz     r9,248(r3)
7B4FFAD8: 7D2903A6 mtctr   r9
7B4FFADC: 4E800421 bctrl
7B4FFAE0: 80BD0008 lwz     r5,8(r29)
7B4FFAE4: 38600005 li      r3,5
```

Stack pointer (0x39438A10) is inside bounds

Redzone is OK (4)

68k register dump

DATA: 97647600 00000000 00000000 00000000 00000000 00000000 00000000 00000000
ADDR: 6FFB8700 97C1B800 00000000 00000000 00000000 00000000 00000000 39438350

Page information:

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```
[/code  
and finally the debug log with a static build...seems it crashes on opening the window?  
[code]  
[_OS4_INIT] IExec 0x02973054  
[SDL_CreateMutex] Created mutex 0x6FFAA7A0  
[OS4_InitThreadSubSystem] Main task 0x5380E1F0  
[OS4_InitThreadSubSystem] Children mutex 0x6FFAA7C0, waiters mutex 0x6FFAA7E0  
[OS4_OpenLibrary] Opening 'dos.library' version 50 succeeded (address 0x6FE97220)  
[OS4_GetInterface] Getting interface for libbase 0x6FE97220 succeeded (address 0x6FB955D0)  
[OS4_InitThreadSubSystem] dosBase 0x6FE97220, iDos 0x6FB955D0  
[OS4_InitTimerSubSystem] Called  
[OS4_InitTimerSubSystem] ITimer 0x6FF8E900  
[OS4_InitTimerSubSystem] Timer frequency 66666666 Hz  
[OS4_TimerCreate] Creating timer 0x44122298 for task 0x5380E1F0  
[SDL_CreateMutex] Created mutex 0x6FFAA800  
[SDL_CreateMutex] Created mutex 0x6FFAA820  
[OS4_InitThreadSubSystem] Already initialized  
[OS4_CreateDevice] *** SDL 2.0.12 video initialization starts ***  
[OS4_CreateDevice] Build date: 27.4.2020  
[OS4_AllocSystemResources] Called  
[OS4_OpenLibraries] Opening libraries  
[OS4_OpenLibrary] Opening 'graphics.library' version 54 succeeded (address 0x6FFB8420)  
[OS4_OpenLibrary] Opening 'layers.library' version 53 succeeded (address 0x6FFFE4F0)  
[OS4_OpenLibrary] Opening 'intuition.library' version 51 succeeded (address 0x6FF494D0)  
[OS4_OpenLibrary] Opening 'icon.library' version 51 succeeded (address 0x62ADE0CC)  
[OS4_OpenLibrary] Opening 'workbench.library' version 51 succeeded (address 0x6FEF808C)  
[OS4_OpenLibrary] Opening 'keymap.library' version 51 succeeded (address 0x6FF622C0)  
[OS4_OpenLibrary] Opening 'textclip.library' version 51 succeeded (address 0x61370DFC)  
[OS4_OpenLibrary] Opening 'dos.library' version 51 succeeded (address 0x6FE97220)  
[OS4_GetInterface] Getting interface for libbase 0x6FFB8420 succeeded (address 0x6FF3D000)  
[OS4_GetInterface] Getting interface for libbase 0x6FFFE4F0 succeeded (address 0x6FF3C140)  
[OS4_GetInterface] Getting interface for libbase 0x6FF494D0 succeeded (address 0x6FFFF800)  
[OS4_GetInterface] Getting interface for libbase 0x62ADE0CC succeeded (address 0x6FDC27A0)  
[OS4_GetInterface] Getting interface for libbase 0x6FEF808C succeeded (address 0x6FDC2E30)  
[OS4_GetInterface] Getting interface for libbase 0x6FF622C0 succeeded (address 0x6FF8F500)  
[OS4_GetInterface] Getting interface for libbase 0x61370DFC succeeded (address 0x613E9D20)  
[OS4_GetInterface] Getting interface for libbase 0x6FE97220 succeeded (address 0x6FB955D0)  
[OS4_OpenLibraries] All library interfaces OK  
[OS4_FindApplicationName] GetCliProgramName: 'scummvm'  
[OS4_FindApplicationName] Application name: 'scummvm'  
[OS4_GetInterface] Getting interface for libbase 0x6FF6250C succeeded (address 0x6FEAD3D0)  
[OS4_VideoInit] Called  
[OS4_InitModes] Called  
[OS4_LockPubScreen] Locking public screen  
[OS4_LockPubScreen] Public screen 0x617879C0 locked  
[OS4_GetDisplayMode] RTG mode 1343427328: w=2560, h=1440, bits=24  
[OS4_CreateDefaultCursor] 0x440D9600  
[OS4_CreateHiddenCursor] Called  
[OS4_CreateCursor] Surface 0x440D9628, cursor 0x440D9720, hot_x 0, hot_y 0  
[OS4_CopyImageData] Copying cursor data 1*1 from surface 0x440D9628 to buffer 0x440D9748  
[OS4_GetDoubleClickTimeInMillis] Doubleclick time 1500 ms
```

[OS4_ShowCursor] Hiding cursor
[OS4_LoadGILibrary] Profile_mask 0, major ver 1, minor ver 3
[OS4_IsMiniGL] OpenGL 1.3 requested
[OS4_GL_LoadLibrary] Called 0
[OS4_OpenLibrary] Opening 'minigl.library' version 2 succeeded (address 0x613EF4F8)
[OS4_GetInterface] Getting interface for libbase 0x613EF4F8 succeeded (address 0x613EF420)
[OS4_GL_LoadLibrary] MiniGL library opened
[OS4_GetIDCMPFlags] Called
[OS4_GetWindowFlags] Called
[OS4_GetScreenForWindow] Window mode (public screen)
[OS4_CenterWindow] X centered
[OS4_CenterWindow] Y centered
[OS4_CreateSystemWindow] Opening window '(null)' at (1264,704) of size (32x32) on screen 0x617879C0
[OS4_CreateSystemWindow] Window address 0x54481890
[OS4_SetupWindowData] '(null)' dimensions 32*32
[OS4_CreatelconifyGadgetForWindow] Don't add gadget for too small window 32*32 (OS4 bug)
[OS4_GL_CreateContext] Called
[OS4_GL_AllocateBuffers] Allocate double buffer bitmaps 32*32*32
[OS4_GL_AllocateBuffers] SRC FMT 6, SRC2 FMT 6, DST FMT 6
[OS4_GL_CreateContext] MiniGL context 0x48C23300 created for window "
[OS4_GL_MakeCurrent] Called window=0x00000000 context=0x00000000
[OS4_GL_DeleteContext] Called with context=0x48C23300
[OS4_GL_DeleteContext] Found MiniGL context, clearing window binding
[OS4_DestroyWindow] Called for " (flags 0xA)
[OS4_RemoveAppWindow] Removing AppWindow
[OS4_CloseSystemWindow] Closing window " (address 0x54481890)
[OS4_CloseScreen] Public screen, not closing
[OS4_GL_FreeBuffers] Called
[OS4_GL_UnloadLibrary] Called 0
[OS4_DropInterface] Dropping interface 0x613EF420
[OS4_CloseLibrary] Closing library 0x613EF4F8
[OS4_LoadGILibrary] Profile_mask 0, major ver 1, minor ver 3
[OS4_IsMiniGL] OpenGL 1.3 requested
[OS4_GL_LoadLibrary] Called 0
[OS4_OpenLibrary] Opening 'minigl.library' version 2 succeeded (address 0x613EF4F8)
[OS4_GetInterface] Getting interface for libbase 0x613EF4F8 succeeded (address 0x613EF420)
[OS4_GL_LoadLibrary] MiniGL library opened
[OS4_GetIDCMPFlags] Called
[OS4_GetWindowFlags] Called
[OS4_GetScreenForWindow] Window mode (public screen)
[OS4_CenterWindow] X centered
[OS4_CenterWindow] Y centered
[OS4_CreateSystemWindow] Opening window '(null)' at (1264,704) of size (32x32) on screen 0x617879C0
[OS4_CreateSystemWindow] Window address 0x54481890
[OS4_SetupWindowData] '(null)' dimensions 32*32
[OS4_CreatelconifyGadgetForWindow] Don't add gadget for too small window 32*32 (OS4 bug)
[OS4_GL_CreateContext] Called
[OS4_GL_AllocateBuffers] Allocate double buffer bitmaps 32*32*32
[OS4_GL_AllocateBuffers] SRC FMT 6, SRC2 FMT 6, DST FMT 6
[OS4_GL_CreateContext] MiniGL context 0x48C23300 created for window "
[OS4_GL_GetProcAddress] Called for 'glGetString'

[OS4_GL_GetProcAddress] Called for 'glGetIntegerv'
[OS4_GL_GetProcAddress] Called for 'glGetError'
[OS4_GL_MakeCurrent] Called window=0x00000000 context=0x00000000
[OS4_GL_DeleteContext] Called with context=0x48C23300
[OS4_GL_DeleteContext] Found MiniGL context, clearing window binding
[OS4_DestroyWindow] Called for " (flags 0xA)
[OS4_RemoveAppWindow] Removing AppWindow
[OS4_CloseSystemWindow] Closing window " (address 0x54481890)
[OS4_CloseScreen] Public screen, not closing
[OS4_GL_FreeBuffers] Called
[OS4_GL_UnloadLibrary] Called 0
[OS4_DropInterface] Dropping interface 0x613EF420
[OS4_CloseLibrary] Closing library 0x613EF4F8
[OS4_LoadGILibrary] Profile_mask 0, major ver 1, minor ver 3
[OS4_IsMiniGL] OpenGL 1.3 requested
[OS4_GL_LoadLibrary] Called 0
[OS4_OpenLibrary] Opening 'minigl.library' version 2 succeeded (address 0x613EF4F8)
[OS4_GetInterface] Getting interface for libbase 0x613EF4F8 succeeded (address 0x613EF420)
[OS4_GL_LoadLibrary] MiniGL library opened
[OS4_GetIDCMPFlags] Called
[OS4_GetWindowFlags] Called
[OS4_GetScreenForWindow] Window mode (public screen)
[OS4_CenterWindow] X centered
[OS4_CenterWindow] Y centered
[OS4_CreateSystemWindow] Opening window '(null)' at (1264,704) of size (32x32) on screen 0x617879C0
[OS4_CreateSystemWindow] Window address 0x54481890
[OS4_SetupWindowData] '(null)' dimensions 32*32
[OS4_CreateIconifyGadgetForWindow] Don't add gadget for too small window 32*32 (OS4 bug)
[OS4_GL_CreateContext] Called
[OS4_GL_AllocateBuffers] Allocate double buffer bitmaps 32*32*32
[OS4_GL_AllocateBuffers] SRC FMT 6, SRC2 FMT 6, DST FMT 6
[OS4_GL_CreateContext] MiniGL context 0x48C23300 created for window "
[OS4_GL_GetProcAddress] Called for 'glGetString'
[OS4_GL_GetProcAddress] Called for 'glGetIntegerv'
[OS4_GL_GetProcAddress] Called for 'glGetError'
[OS4_GL_MakeCurrent] Called window=0x00000000 context=0x00000000
[OS4_GL_DeleteContext] Called with context=0x48C23300
[OS4_GL_DeleteContext] Found MiniGL context, clearing window binding
[OS4_DestroyWindow] Called for " (flags 0xA)
[OS4_RemoveAppWindow] Removing AppWindow
[OS4_CloseSystemWindow] Closing window " (address 0x54481890)
[OS4_CloseScreen] Public screen, not closing
[OS4_GL_FreeBuffers] Called
[OS4_GL_UnloadLibrary] Called 0
[OS4_DropInterface] Dropping interface 0x613EF420
[OS4_CloseLibrary] Closing library 0x613EF4F8
[OS4_LoadGILibrary] Profile_mask 0, major ver 1, minor ver 3
[OS4_IsMiniGL] OpenGL 1.3 requested
[OS4_GL_LoadLibrary] Called 0
[OS4_OpenLibrary] Opening 'minigl.library' version 2 succeeded (address 0x613EF4F8)
[OS4_GetInterface] Getting interface for libbase 0x613EF4F8 succeeded (address 0x613EF420)

[OS4_GL_LoadLibrary] MiniGL library opened
[OS4_GetIDCMPFlags] Called
[OS4_GetWindowFlags] Called
[OS4_GetScreenForWindow] Window mode (public screen)
[OS4_CenterWindow] X centered
[OS4_CenterWindow] Y centered
[OS4_CreateSystemWindow] Opening window '(null)' at (1264,704) of size (32x32) on screen 0x617879C0
[OS4_CreateSystemWindow] Window address 0x54481890
[OS4_SetupWindowData] '(null)' dimensions 32*32
[OS4_CreatelconifyGadgetForWindow] Don't add gadget for too small window 32*32 (OS4 bug)
[OS4_GL_CreateContext] Called
[OS4_GL_AllocateBuffers] Allocate double buffer bitmaps 32*32*32
[OS4_GL_AllocateBuffers] SRC FMT 6, SRC2 FMT 6, DST FMT 6
[OS4_GL_CreateContext] MiniGL context 0x48C23300 created for window "
[OS4_GL_GetProcAddress] Called for 'glGetString'
[OS4_GL_GetProcAddress] Called for 'glGetIntegerv'
[OS4_GL_GetProcAddress] Called for 'glGetError'
[OS4_GL_MakeCurrent] Called window=0x00000000 context=0x00000000
[OS4_GL_DeleteContext] Called with context=0x48C23300
[OS4_GL_DeleteContext] Found MiniGL context, clearing window binding
[OS4_DestroyWindow] Called for " (flags 0xA)
[OS4_RemoveAppWindow] Removing AppWindow
[OS4_CloseSystemWindow] Closing window " (address 0x54481890)
[OS4_CloseScreen] Public screen, not closing
[OS4_GL_FreeBuffers] Called
[OS4_GL_UnloadLibrary] Called 0
[OS4_DropInterface] Dropping interface 0x613EF420
[OS4_CloseLibrary] Closing library 0x613EF4F8
[OS4_LoadGLLibrary] Profile_mask 0, major ver 1, minor ver 3
[OS4_IsMiniGL] OpenGL 1.3 requested
[OS4_GL_LoadLibrary] Called 0
[OS4_OpenLibrary] Opening 'minigl.library' version 2 succeeded (address 0x613EF4F8)
[OS4_GetInterface] Getting interface for libbase 0x613EF4F8 succeeded (address 0x613EF420)
[OS4_GL_LoadLibrary] MiniGL library opened
[OS4_GetIDCMPFlags] Called
[OS4_GetWindowFlags] Called
[OS4_GetScreenForWindow] Window mode (public screen)
[OS4_CenterWindow] X centered
[OS4_CenterWindow] Y centered
[OS4_CreateSystemWindow] Opening window '(null)' at (1264,704) of size (32x32) on screen 0x617879C0
[OS4_CreateSystemWindow] Window address 0x54481890
[OS4_SetupWindowData] '(null)' dimensions 32*32
[OS4_CreatelconifyGadgetForWindow] Don't add gadget for too small window 32*32 (OS4 bug)
[OS4_GL_CreateContext] Called
[OS4_GL_AllocateBuffers] Allocate double buffer bitmaps 32*32*32
[OS4_GL_AllocateBuffers] SRC FMT 6, SRC2 FMT 6, DST FMT 6
[OS4_GL_CreateContext] MiniGL context 0x48C23300 created for window "
[OS4_GL_GetProcAddress] Called for 'glGetString'
[OS4_GL_GetProcAddress] Called for 'glGetIntegerv'
[OS4_GL_GetProcAddress] Called for 'glGetError'
[OS4_GL_MakeCurrent] Called window=0x00000000 context=0x00000000

[OS4_GL_DeleteContext] Called with context=0x48C23300
[OS4_GL_DeleteContext] Found MiniGL context, clearing window binding
[OS4_DestroyWindow] Called for " (flags 0xA)
[OS4_RemoveAppWindow] Removing AppWindow
[OS4_CloseSystemWindow] Closing window " (address 0x54481890)
[OS4_CloseScreen] Public screen, not closing
[OS4_GL_FreeBuffers] Called
[OS4_GL_UnloadLibrary] Called 0
[OS4_DropInterface] Dropping interface 0x613EF420
[OS4_CloseLibrary] Closing library 0x613EF4F8
[OS4_LoadGLLibrary] Profile_mask 0, major ver 1, minor ver 3
[OS4_IsMiniGL] OpenGL 1.3 requested
[OS4_GL_LoadLibrary] Called 0
[OS4_OpenLibrary] Opening 'minigl.library' version 2 succeeded (address 0x613EF4F8)
[OS4_GetInterface] Getting interface for libbase 0x613EF4F8 succeeded (address 0x613EF420)
[OS4_GL_LoadLibrary] MiniGL library opened
[OS4_GetIDCMPFlags] Called
[OS4_GetWindowFlags] Called
[OS4_GetScreenForWindow] Window mode (public screen)
[OS4_CenterWindow] X centered
[OS4_CenterWindow] Y centered
[OS4_CreateSystemWindow] Opening window '(null)' at (1264,704) of size (32x32) on screen 0x617879C0
[OS4_CreateSystemWindow] Window address 0x54481890
[OS4_SetupWindowData] '(null)' dimensions 32*32
[OS4_CreatelconifyGadgetForWindow] Don't add gadget for too small window 32*32 (OS4 bug)
[OS4_GL_CreateContext] Called
[OS4_GL_AllocateBuffers] Allocate double buffer bitmaps 32*32*32
[OS4_GL_AllocateBuffers] SRC FMT 6, SRC2 FMT 6, DST FMT 6
[OS4_GL_CreateContext] MiniGL context 0x48C23300 created for window "
[OS4_GL_GetProcAddress] Called for 'glGetString'
[OS4_GL_GetProcAddress] Called for 'glGetIntegerv'
[OS4_GL_GetProcAddress] Called for 'glGetError'
[OS4_GL_MakeCurrent] Called window=0x00000000 context=0x00000000
[OS4_GL_DeleteContext] Called with context=0x48C23300
[OS4_GL_DeleteContext] Found MiniGL context, clearing window binding
[OS4_DestroyWindow] Called for " (flags 0xA)
[OS4_RemoveAppWindow] Removing AppWindow
[OS4_CloseSystemWindow] Closing window " (address 0x54481890)
[OS4_CloseScreen] Public screen, not closing
[OS4_GL_FreeBuffers] Called
[OS4_GL_UnloadLibrary] Called 0
[OS4_DropInterface] Dropping interface 0x613EF420
[OS4_CloseLibrary] Closing library 0x613EF4F8
[OS4_InitThreadSubSystem] Already initialized
[SDL_CreateMutex] Created mutex 0x6FFAA840
[OS4_InitThreadSubSystem] Already initialized
[AMIGAINPUT_OpenLibrary] Called
[OS4_OpenLibrary] Opening 'AmigaInput.library' version 51 succeeded (address 0x5380CC48)
[OS4_GetInterface] Getting interface for libbase 0x5380CC48 succeeded (address 0x4F12DAB0)
[AMIGAINPUT_EnumerateJoysticks] ENUMJOY: id=1142038060, type=1, axes=2, buttons=3
[AMIGAINPUT_EnumerateJoysticks] ENUMJOY: id=1142038060, type=3, axes=0, buttons=4

[AMIGAINPUT_EnumerateJoysticks] Joystick 'PCI_GamePort' (AI ID=3328) has no axes/buttons - ignoring.
[AMIGAINPUT_EnumerateJoysticks] ENUMJOY: id=1142038060, type=3, axes=0, buttons=8
[AMIGAINPUT_EnumerateJoysticks] Joystick 'PCI_HornetGP' (AI ID=7936) has no axes/buttons - ignoring.
[AMIGAINPUT_EnumerateJoysticks] ENUMJOY: id=1142038060, type=3, axes=0, buttons=4
[AMIGAINPUT_EnumerateJoysticks] Joystick 'PCI_sblive' (AI ID=3840) has no axes/buttons - ignoring.
[AMIGAINPUT_EnumerateJoysticks] ENUMJOY: id=1142038060, type=3, axes=0, buttons=8
[AMIGAINPUT_EnumerateJoysticks] Joystick 'PCI_sblive_hornet' (AI ID=24320) has no axes/buttons - ignoring.
[AMIGAINPUT_JoystickInit] EnumDevices returned 0
[AMIGAINPUT_JoystickInit] Found 0 joysticks
[OS4_InitThreadSubSystem] Already initialized
[SDL_CreateMutex] Created mutex 0x6FFAA860
[SDL_DestroyMutex] Destroying mutex 0x6FFAA860
[OS4_GetDisplayModes] Called
[OS4_GetDisplayMode] RTG mode 1019940: w=640, h=480, bits=8
[OS4_GetDisplayMode] RTG mode 1342246912: w=640, h=480, bits=8
[OS4_GetDisplayMode] RTG mode 1342247168: w=640, h=480, bits=16
[OS4_GetDisplayMode] RTG mode 1342247680: w=640, h=480, bits=24
[OS4_GetDisplayMode] RTG mode 1342181376: w=640, h=480, bits=8
[OS4_GetDisplayMode] RTG mode 1342181632: w=640, h=480, bits=16
[OS4_GetDisplayMode] RTG mode 1342182144: w=640, h=480, bits=24
[OS4_GetDisplayMode] RTG mode 1342312448: w=640, h=512, bits=8
[OS4_GetDisplayMode] RTG mode 1342312704: w=640, h=512, bits=16
[OS4_GetDisplayMode] RTG mode 1342313216: w=640, h=512, bits=24
[OS4_GetDisplayMode] RTG mode 1342377984: w=640, h=512, bits=8
[OS4_GetDisplayMode] RTG mode 1342378240: w=640, h=512, bits=16
[OS4_GetDisplayMode] RTG mode 1342378752: w=640, h=512, bits=24
[OS4_GetDisplayMode] RTG mode 1342443520: w=720, h=400, bits=8
[OS4_GetDisplayMode] RTG mode 1342443776: w=720, h=400, bits=16
[OS4_GetDisplayMode] RTG mode 1342444288: w=720, h=400, bits=24
[OS4_GetDisplayMode] RTG mode 1342509056: w=800, h=600, bits=8
[OS4_GetDisplayMode] RTG mode 1342509312: w=800, h=600, bits=16
[OS4_GetDisplayMode] RTG mode 1342509824: w=800, h=600, bits=24
[OS4_GetDisplayMode] RTG mode 1342574592: w=800, h=600, bits=8
[OS4_GetDisplayMode] RTG mode 1342574848: w=800, h=600, bits=16
[OS4_GetDisplayMode] RTG mode 1342575360: w=800, h=600, bits=24
[OS4_GetDisplayMode] RTG mode 1342640128: w=832, h=624, bits=8
[OS4_GetDisplayMode] RTG mode 1342640384: w=832, h=624, bits=16
[OS4_GetDisplayMode] RTG mode 1342640896: w=832, h=624, bits=24
[OS4_GetDisplayMode] RTG mode 1342705664: w=1024, h=768, bits=8
[OS4_GetDisplayMode] RTG mode 1342705920: w=1024, h=768, bits=16
[OS4_GetDisplayMode] RTG mode 1342706432: w=1024, h=768, bits=24
[OS4_GetDisplayMode] RTG mode 1342771200: w=1024, h=768, bits=8
[OS4_GetDisplayMode] RTG mode 1342771456: w=1024, h=768, bits=16
[OS4_GetDisplayMode] RTG mode 1342771968: w=1024, h=768, bits=24
[OS4_GetDisplayMode] RTG mode 1342836736: w=1152, h=870, bits=8
[OS4_GetDisplayMode] RTG mode 1342836992: w=1152, h=870, bits=16
[OS4_GetDisplayMode] RTG mode 1342837504: w=1152, h=870, bits=24
[OS4_GetDisplayMode] RTG mode 1342902272: w=1280, h=512, bits=8
[OS4_GetDisplayMode] RTG mode 1342902528: w=1280, h=512, bits=16
[OS4_GetDisplayMode] RTG mode 1342903040: w=1280, h=512, bits=24
[OS4_GetDisplayMode] RTG mode 1342967808: w=1280, h=720, bits=8

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[OS4_GetDisplayMode] RTG mode 1342968064: w=1280, h=720, bits=16
[OS4_GetDisplayMode] RTG mode 1342968576: w=1280, h=720, bits=24
[OS4_GetDisplayMode] RTG mode 1343033344: w=1280, h=800, bits=8
[OS4_GetDisplayMode] RTG mode 1343033600: w=1280, h=800, bits=16
[OS4_GetDisplayMode] RTG mode 1343034112: w=1280, h=800, bits=24
[OS4_GetDisplayMode] RTG mode 1343098880: w=1280, h=1024, bits=8
[OS4_GetDisplayMode] RTG mode 1343099136: w=1280, h=1024, bits=16
[OS4_GetDisplayMode] RTG mode 1343099648: w=1280, h=1024, bits=24
[OS4_GetDisplayMode] RTG mode 1343164416: w=1280, h=1024, bits=8
[OS4_GetDisplayMode] RTG mode 1343164672: w=1280, h=1024, bits=16
[OS4_GetDisplayMode] RTG mode 1343165184: w=1280, h=1024, bits=24
[OS4_GetDisplayMode] RTG mode 1343229952: w=1600, h=900, bits=8
[OS4_GetDisplayMode] RTG mode 1343230208: w=1600, h=900, bits=16
[OS4_GetDisplayMode] RTG mode 1343230720: w=1600, h=900, bits=24
[OS4_GetDisplayMode] RTG mode 1343295488: w=1680, h=1050, bits=8
[OS4_GetDisplayMode] RTG mode 1343295744: w=1680, h=1050, bits=16
[OS4_GetDisplayMode] RTG mode 1343296256: w=1680, h=1050, bits=24
[OS4_GetDisplayMode] RTG mode 1343361024: w=1920, h=1080, bits=8
[OS4_GetDisplayMode] RTG mode 1343361280: w=1920, h=1080, bits=16
[OS4_GetDisplayMode] RTG mode 1343361792: w=1920, h=1080, bits=24
[OS4_GetDisplayMode] RTG mode 1343426560: w=2560, h=1440, bits=8
[OS4_GetDisplayMode] RTG mode 1343426816: w=2560, h=1440, bits=16
[OS4_GetDisplayMode] RTG mode 1343427328: w=2560, h=1440, bits=24
[OS4_InitThreadSubSystem] Already initialized
[OS4_OpenAhiDevice] ahi.device opened
[OS4_OpenAhiDevice] IO requests created
[OS4_OpenAhiDevice] deviceOpen = 1
[OS4_CloseAhiDevice] Closing device
[OS4_CloseAhiDevice] Freeing I/O requests
[OS4_CloseAhiDevice] Deleting message port
[OS4_CloseAhiDevice] Device closed
[OS4_AudioAvailable] AHI is available
[SDL_CreateMutex] Created mutex 0x6FFAA860
[SDL_CreateMutex] Created mutex 0x6FFAA880
[OS4_OpenDevice] handle 0x00000000, devname (null), iscapture 0
[OS4_OpenDevice] New format = 0x9010
[OS4_OpenDevice] Buffer size = 32768
[SDL_CreateSemaphore] Created semaphore 0x43F44090 with count 0
[SDL_SYS_CreateThread] Node 0x52B487F0
[SDL_SYS_CreateThread] Created new thread 'SDLAudioP1' (task 0x53D107E0, args 0x43F359D0)
[OS4_RunThread] This task 0x53D107E0, node 0x52B487F0, args 0x43F359D0
[OS4_TimerCreate] Creating timer 0x52B48804 for task 0x53D107E0
[SDL_SemPost] Signalling task 0x5380E1F0 for semaphore 0x43F44090
[SDL_SemPost] Semaphore 0x43F44090 value 1
[SDL_SYS_SetThreadPriority] Changed task 0x53D107E0 priority from 0 to 10
[OS4_ThreadInit] Called
[OS4_OpenAhiDevice] ahi.device opened
[OS4_OpenAhiDevice] IO requests created
[OS4_OpenAhiDevice] deviceOpen = 1
[SDL_SemWaitTimeout] Semaphore 0x43F44090 got signal 0x8000
[SDL_DestroySemaphore] Destroying semaphore 0x43F44090
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[SDL_CreateMutex] Created mutex 0x6FFAA8A0
[SDL_CreateMutex] Created mutex 0x6FFAA8C0
[OS4_InitThreadSubSystem] Already initialized
[SDL_CreateMutex] Created mutex 0x6FFAA8E0
[SDL_CreateSemaphore] Created semaphore 0x43F359D0 with count 0
[SDL_CreateSemaphore] Created semaphore 0x43F5C418 with count 0
[SDL_SYS_CreateThread] Node 0x444D7150
[SDL_SYS_CreateThread] Created new thread 'SDLTimer' (task 0x53D10C60, args 0x43F44090)
[OS4_RunThread] This task 0x53D10C60, node 0x444D7150, args 0x43F44090
[OS4_TimerCreate] Creating timer 0x444D7164 for task 0x53D10C60
[SDL_SemPost] Signalling task 0x5380E1F0 for semaphore 0x43F5C418
[SDL_SemPost] Semaphore 0x43F5C418 value 1
[SDL_SemWaitTimeout] Semaphore 0x43F5C418 got signal 0x8000
[SDL_DestroySemaphore] Destroying semaphore 0x43F5C418
[SDL_SemPost] Signalling task 0x53D10C60 for semaphore 0x43F359D0
[SDL_SemPost] Semaphore 0x43F359D0 value 1
[OS4_LoadGILibrary] Profile_mask 0, major ver 1, minor ver 3
[SDL_SemWaitTimeout] Semaphore 0x43F359D0 got signal 0x8000
[OS4_IsMiniGL] OpenGL 1.3 requested
[OS4_GL_LoadLibrary] Called 0
[OS4_OpenLibrary] Opening 'minigl.library' version 2 succeeded (address 0x613EF4F8)
[OS4_GetInterface] Getting interface for libbase 0x613EF4F8 succeeded (address 0x613EF420)
[OS4_GL_LoadLibrary] MiniGL library opened
[OS4_GetIDCMPFlags] Called
[OS4_GetWindowFlags] Called
[OS4_GetScreenForWindow] Window mode (public screen)
[OS4_CenterWindow] X centered
[OS4_CenterWindow] Y centered
[OS4_CreateSystemWindow] Opening window '(null)' at (960,480) of size (640x480) on screen 0x617879C0
[OS4_CreateSystemWindow] Window address 0x54481890
[OS4_SetupWindowData] '(null)' dimensions 640*480
[OS4_CreatelconifyGadget] Called
[OS4_CreatelconifyGadget] Image 0x54481C04 for gadget created
[OS4_CreatelconifyGadget] Gadget 0x54481D74 created and added
[OS4_ShowWindow] Showing window 'ScummVM'
[OS4_RefreshCursorState] Mouse shown 0
[OS4_ShowCursor] Hiding cursor
[OS4_SetPointerForEachWindow] Setting pointer object 0x53BE2384 (type 16) for window 0x54481890
[OS4_GL_CreateContext] Called
[OS4_GL_AllocateBuffers] Allocate double buffer bitmaps 640*480*32
[OS4_GL_AllocateBuffers] SRC FMT 6, SRC2 FMT 6, DST FMT 6
[OS4_GL_CreateContext] MiniGL context 0x4CD78300 created for window 'ScummVM'
[OS4_GL_GetProcAddress] Called for 'glEnable'
[OS4_GL_GetProcAddress] Called for 'glDisable'
[OS4_GL_GetProcAddress] Called for 'glIsEnabled'
[OS4_GL_GetProcAddress] Called for 'glClear'
[OS4_GL_GetProcAddress] Called for 'glColor4f'
[OS4_GL_GetProcAddress] Called for 'glViewport'
[OS4_GL_GetProcAddress] Called for 'glMatrixMode'
[OS4_GL_GetProcAddress] Called for 'glLoadIdentity'
[OS4_GL_GetProcAddress] Called for 'glLoadMatrixf'

[OS4_GL_GetProcAddress] Called for 'glShadeModel'
[OS4_GL_GetProcAddress] Called for 'glHint'
[OS4_GL_GetProcAddress] Called for 'glClearColor'
[OS4_GL_GetProcAddress] Called for 'glBlendFunc'
[OS4_GL_GetProcAddress] Called for 'glEnableClientState'
[OS4_GL_GetProcAddress] Called for 'glPixelStorei'
[OS4_GL_GetProcAddress] Called for 'glScissor'
[OS4_GL_GetProcAddress] Called for 'glReadPixels'
[OS4_GL_GetProcAddress] Called for 'glGetIntegerv'
[OS4_GL_GetProcAddress] Called for 'glDeleteTextures'
[OS4_GL_GetProcAddress] Called for 'glGenTextures'
[OS4_GL_GetProcAddress] Called for 'glBindTexture'
[OS4_GL_GetProcAddress] Called for 'glTexParameterf'
[OS4_GL_GetProcAddress] Called for 'glTexImage2D'
[OS4_GL_GetProcAddress] Called for 'glTexCoordPointer'
[OS4_GL_GetProcAddress] Called for 'glVertexPointer'
[OS4_GL_GetProcAddress] Called for 'glDrawArrays'
[OS4_GL_GetProcAddress] Called for 'glTexSubImage2D'
[OS4_GL_GetProcAddress] Called for 'glGetString'
[OS4_GL_GetProcAddress] Called for 'glGetError'
[OS4_GL_GetProcAddress] Called for 'glEnableVertexAttribArrayARB'
[OS4_GL_GetProcAddress] Failed to load 'glEnableVertexAttribArrayARB'
[OS4_GL_GetProcAddress] Called for 'glDisableVertexAttribArrayARB'
[OS4_GL_GetProcAddress] Failed to load 'glDisableVertexAttribArrayARB'
[OS4_GL_GetProcAddress] Called for 'glUniform1iARB'
[OS4_GL_GetProcAddress] Failed to load 'glUniform1iARB'
[OS4_GL_GetProcAddress] Called for 'glUniform1fARB'
[OS4_GL_GetProcAddress] Failed to load 'glUniform1fARB'
[OS4_GL_GetProcAddress] Called for 'glUniformMatrix4fvARB'
[OS4_GL_GetProcAddress] Failed to load 'glUniformMatrix4fvARB'
[OS4_GL_GetProcAddress] Called for 'glVertexAttrib4fARB'
[OS4_GL_GetProcAddress] Failed to load 'glVertexAttrib4fARB'
[OS4_GL_GetProcAddress] Called for 'glVertexAttribPointerARB'
[OS4_GL_GetProcAddress] Failed to load 'glVertexAttribPointerARB'
[OS4_GL_GetProcAddress] Called for 'glCreateProgramObjectARB'
[OS4_GL_GetProcAddress] Failed to load 'glCreateProgramObjectARB'
[OS4_GL_GetProcAddress] Called for 'glDeleteObjectARB'
[OS4_GL_GetProcAddress] Failed to load 'glDeleteObjectARB'
[OS4_GL_GetProcAddress] Called for 'glAttachObjectARB'
[OS4_GL_GetProcAddress] Failed to load 'glAttachObjectARB'
[OS4_GL_GetProcAddress] Called for 'glDetachObjectARB'
[OS4_GL_GetProcAddress] Failed to load 'glDetachObjectARB'
[OS4_GL_GetProcAddress] Called for 'glLinkProgramARB'
[OS4_GL_GetProcAddress] Failed to load 'glLinkProgramARB'
[OS4_GL_GetProcAddress] Called for 'glUseProgramObjectARB'
[OS4_GL_GetProcAddress] Failed to load 'glUseProgramObjectARB'
[OS4_GL_GetProcAddress] Called for 'glGetObjectParameterivARB'
[OS4_GL_GetProcAddress] Failed to load 'glGetObjectParameterivARB'
[OS4_GL_GetProcAddress] Called for 'glGetInfoLogARB'
[OS4_GL_GetProcAddress] Failed to load 'glGetInfoLogARB'
[OS4_GL_GetProcAddress] Called for 'glBindAttribLocationARB'

[OS4_GL_GetProcAddress] Failed to load 'glBindAttribLocationARB'
[OS4_GL_GetProcAddress] Called for 'glGetAttribLocationARB'
[OS4_GL_GetProcAddress] Failed to load 'glGetAttribLocationARB'
[OS4_GL_GetProcAddress] Called for 'glGetUniformLocationARB'
[OS4_GL_GetProcAddress] Failed to load 'glGetUniformLocationARB'
[OS4_GL_GetProcAddress] Called for 'glCreateShaderObjectARB'
[OS4_GL_GetProcAddress] Failed to load 'glCreateShaderObjectARB'
[OS4_GL_GetProcAddress] Called for 'glDeleteObjectARB'
[OS4_GL_GetProcAddress] Failed to load 'glDeleteObjectARB'
[OS4_GL_GetProcAddress] Called for 'glGetObjectParameterivARB'
[OS4_GL_GetProcAddress] Failed to load 'glGetObjectParameterivARB'
[OS4_GL_GetProcAddress] Called for 'glGetInfoLogARB'
[OS4_GL_GetProcAddress] Failed to load 'glGetInfoLogARB'
[OS4_GL_GetProcAddress] Called for 'glShaderSourceARB'
[OS4_GL_GetProcAddress] Failed to load 'glShaderSourceARB'
[OS4_GL_GetProcAddress] Called for 'glCompileShaderARB'
[OS4_GL_GetProcAddress] Failed to load 'glCompileShaderARB'
[OS4_GL_GetProcAddress] Called for 'glBindFramebufferEXT'
[OS4_GL_GetProcAddress] Failed to load 'glBindFramebufferEXT'
[OS4_GL_GetProcAddress] Called for 'glDeleteFramebuffersEXT'
[OS4_GL_GetProcAddress] Failed to load 'glDeleteFramebuffersEXT'
[OS4_GL_GetProcAddress] Called for 'glGenFramebuffersEXT'
[OS4_GL_GetProcAddress] Failed to load 'glGenFramebuffersEXT'
[OS4_GL_GetProcAddress] Called for 'glFramebufferTexture2DEXT'
[OS4_GL_GetProcAddress] Failed to load 'glFramebufferTexture2DEXT'
[OS4_GL_GetProcAddress] Called for 'glCheckFramebufferStatusEXT'
[OS4_GL_GetProcAddress] Failed to load 'glCheckFramebufferStatusEXT'
[OS4_GL_GetProcAddress] Called for 'glActiveTextureARB'
[SDL_CreateMutex] Created mutex 0x6FFAA960