
Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : Raziel

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URL:

@Raziel

and this is with a static debug build...seems it crashes while opening the window?

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[_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)
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[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_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_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
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[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
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[OS4_OpenLibrary] Opening 'minigl.library' version 2 succeeded (address 0x613EF4F8)
[OS4_GetInterface] Getting interface for libbase 0x613EF4F8 succeeded (address 0x613EF420)
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[OS4_GetWindowFlags] Called
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[OS4_GL_GetProcAddress] Called for 'glGetError'
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[OS4_DestroyWindow] Called for " (flags 0xA)
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[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 "
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[OS4_GL_GetProcAddress] Called for 'glGetError'
[OS4_GL_MakeCurrent] Called window=0x00000000 context=0x00000000
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[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
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[OS4_GetWindowFlags] Called

[OS4_GetScreenForWindow] Window mode (public screen)
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[OS4_DestroyWindow] Called for " (flags 0xA)
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[OS4_LoadGILibrary] Profile_mask 0, major ver 1, minor ver 3
[OS4_IsMiniGL] OpenGL 1.3 requested
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[OS4_GetIDCMPFlags] Called
[OS4_GetWindowFlags] Called
[OS4_GetScreenForWindow] Window mode (public screen)
[OS4_CenterWindow] X centered
[OS4_CenterWindow] Y centered
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[OS4_SetupWindowData] '(null)' dimensions 32*32
[OS4_CreatelconifyGadgetForWindow] Don't add gadget for too small window 32*32 (OS4 bug)
[OS4_GL_CreateContext] Called
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[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
[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
[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