
Subject: : AmigaOS4

Topic: : break an app at need it time to see current stack trace of it.

Re: break an app at need it time to see current stack trace of it.

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Date: : 2021/1/31 8:20:23

URL:

@salas00

Yeah, tried like this:

```
template<int BPP> static void shifttexture(uchar * RESTRICT src, uint sw, uint sh, uint stride, uchar *
RESTRICT dst, uint dw, uint dh)
{
    uint wfrac = sw/dw, hfrac = sh/dh, wshift = 0, hshift = 0;

    //while(dw<<wshift < sw) wshift++;
    while (wshift < (sizeof(dw)*8) && (dw << wshift) < sw) {
        wshift++;
    }

    //while(dh<<hshift < sh) hshift++;
    while (hshift < (sizeof(dh)*8) && (dh << hshift) < sh) {
        hshift++;
    }

    uint tshift = wshift + hshift;
    for(uchar *yend = &src[sh*stride]; src < yend;)
    {
        for(uchar *xend = &src[sw*BPP], *xsrc = src; xsrc < xend; xsrc += wfrac*BPP, dst += BPP)
        {
            uint t[BPP] = {0};
            for(uchar *ycur = xsrc, *xend = &ycur[wfrac*BPP], *yend = &src[hfrac*stride];
                ycur < yend;
                ycur += stride, xend += stride)
            {
                for(uchar *xcur = ycur; xcur < xend; xcur += BPP)
                    loopi(BPP) t[i] += xcur[i];
            }
            loopi(BPP) dst[i] = t[i] >> tshift;
        }
        src += hfrac*stride;
    }
}
```

}
And this time not stuck, but crash instead on "loopi(BPP) dst[i] = t[i] >> tshift;"