오리지널OS

Event Browser

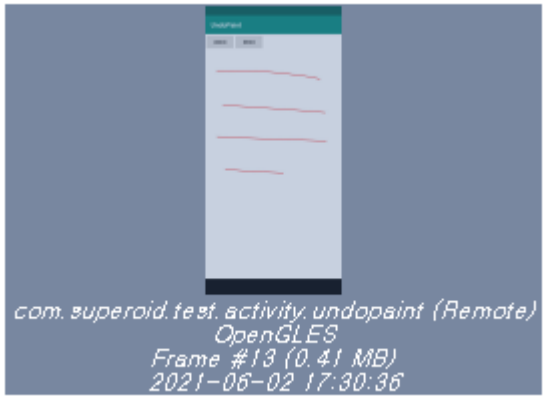
Controls

EID	Name
	Frame #13
0	Capture Start
3-170	Colour Pass #1 (1 Targets + Depth)
3	glClear(Color = <0,980392, 0,980392, 0,980392, 1,000000>)
21	glDrawArrays(4)
41	glDrawArrays(4)
61	glDrawArrays(4)
77	glDrawArrays(426)
100	glDrawRangeElements(288)
122	glDrawRangeElements(108)
145	glDrawRangeElements(48)
170	glDrawRangeElements(144)
177	eglSwapBuffersWithDamageKHR(**Backbuffer Color**)

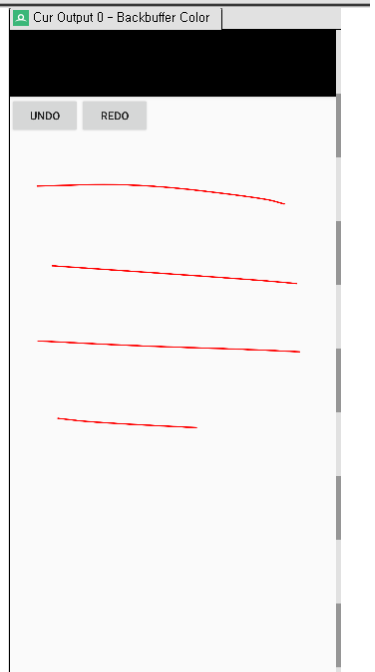
API Inspector

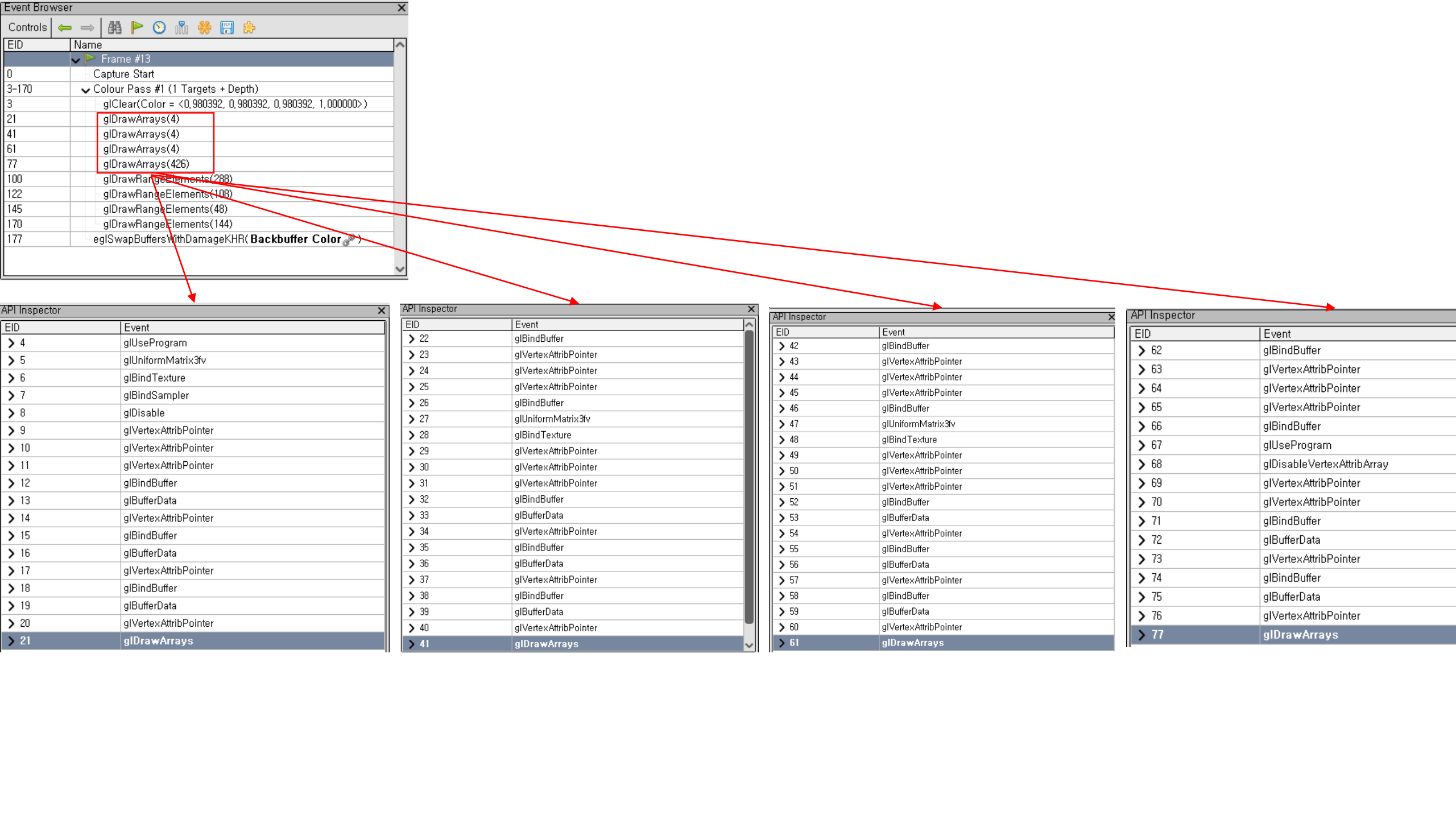
EID	Event
1	Internal: Context Configuration
2	glBindFramebuffer
3	**glClear**

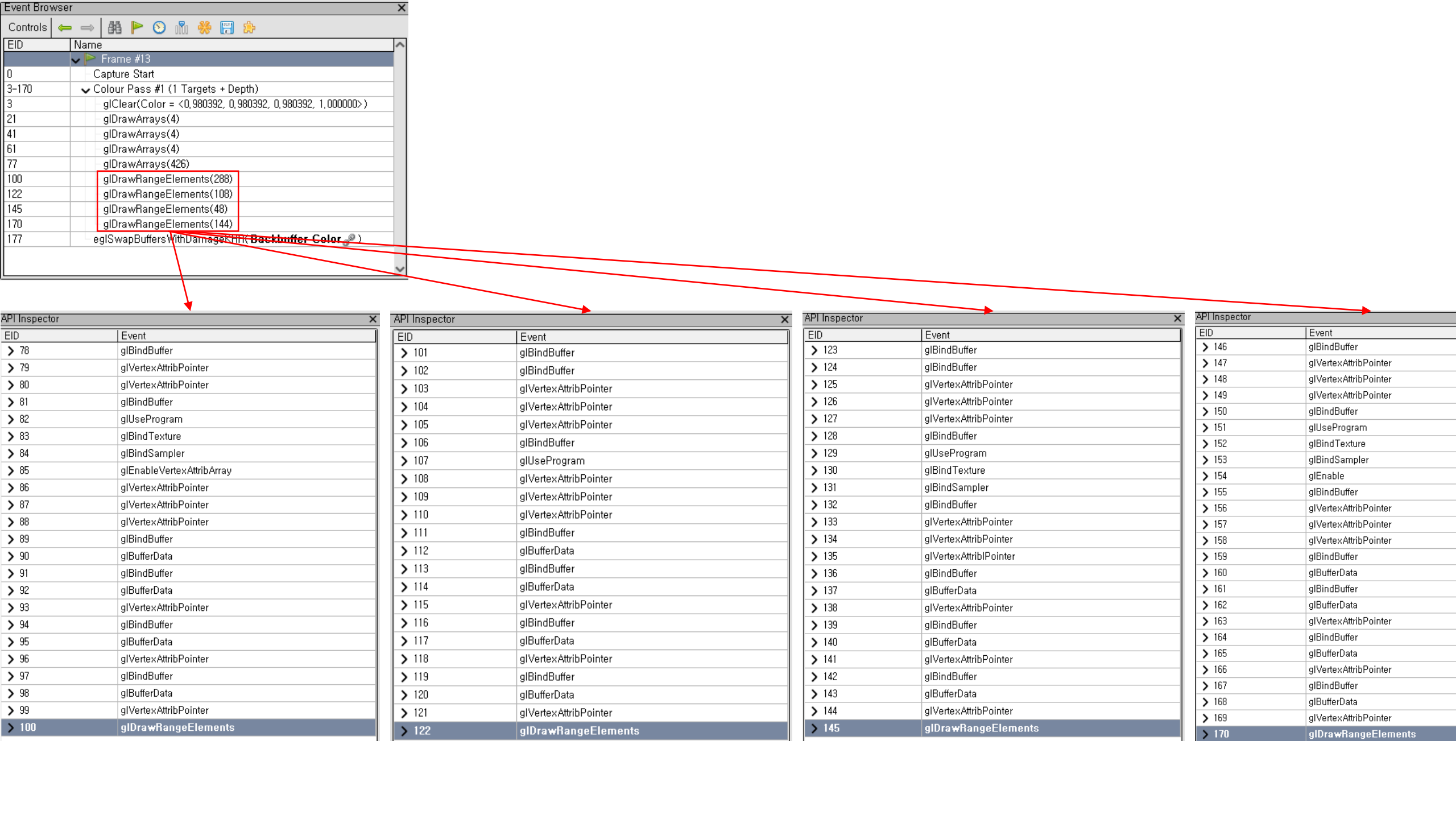
2021-06-02 17:30:32



Cur Output 0 - Backbuffer Color




Event Browser
Controls
EID
Name
Frame #13
0 Capture Start
3-170 Colour Pass #1 (1 Targets + Depth)
3 glClear(Color = <0,980392, 0,980392, 0,980392, 1,000000>)
21 glDrawArrays(4)
41 glDrawArrays(4)
61 glDrawArrays(4)
77 glDrawArrays(426)
100 glDrawRangeElements(288)
122 glDrawRangeElements(108)
145 glDrawRangeElements(48)
170 glDrawRangeElements(144)
177 eglSwapBuffersWithDamageKHR(Backbuffer Color)
API Inspector
EID
Event
4 glUseProgram
5 glUniformMatrix3fv
6 glBindTexture
7 glBindSampler
8 glDisable
9 glVertexAttribPointer
10 glVertexAttribPointer
11 glVertexAttribPointer
12 glBindBuffer
13 glBufferData
14 glVertexAttribPointer
15 glBindBuffer
16 glBufferData
17 glVertexAttribPointer
18 glBindBuffer
19 glBufferData
20 glVertexAttribPointer
21 glDrawArrays
API Inspector
EID
Event
22 glBindBuffer
23 glVertexAttribPointer
24 glVertexAttribPointer
25 glVertexAttribPointer
26 glBindBuffer
27 glUniformMatrix3fv
28 glBindTexture
29 glVertexAttribPointer
30 glVertexAttribPointer
31 glVertexAttribPointer
32 glBindBuffer
33 glBufferData
34 glVertexAttribPointer
35 glBindBuffer
36 glBufferData
37 glVertexAttribPointer
38 glBindBuffer
39 glBufferData
40 glVertexAttribPointer
41 glDrawArrays
API Inspector
EID
Event
42 glBindBuffer
43 glVertexAttribPointer
44 glVertexAttribPointer
45 glVertexAttribPointer
46 glBindBuffer
47 glUniformMatrix3fv
48 glBindTexture
49 glVertexAttribPointer
50 glVertexAttribPointer
51 glVertexAttribPointer
52 glBindBuffer
53 glBufferData
54 glVertexAttribPointer
55 glBindBuffer
56 glBufferData
57 glVertexAttribPointer
58 glBindBuffer
59 glBufferData
60 glVertexAttribPointer
61 glDrawArrays
API Inspector
EID
Event
62 glBindBuffer
63 glVertexAttribPointer
64 glVertexAttribPointer
65 glVertexAttribPointer
66 glBindBuffer
67 glUseProgram
68 glDisableVertexAttribArray
69 glVertexAttribPointer
70 glVertexAttribPointer
71 glBindBuffer
72 glBufferData
73 glVertexAttribPointer
74 glBindBuffer
75 glBufferData
76 glVertexAttribPointer
77 glDrawArrays


Event Browser
Controls
EID
Name
Frame #13
0 Capture Start
3-170 Colour Pass #1 (1 Targets + Depth)
3 glClear(Color = <0.980392, 0.980392, 0.980392, 1.000000>)
21 glDrawArrays(4)
41 glDrawArrays(4)
61 glDrawArrays(4)
77 glDrawArrays(426)
100 glDrawRangeElements(288)
122 glDrawRangeElements(108)
145 glDrawRangeElements(48)
170 glDrawRangeElements(144)
177 eglSwapBuffersWithDamageKHR(Backbuffer Color)
API Inspector
EID
Event
78 glBindBuffer
79 glVertexAttribPointer
80 glVertexAttribPointer
81 glBindBuffer
82 glUseProgram
83 glBindTexture
84 glBindSampler
85 glEnableVertexAttribArray
86 glVertexAttribPointer
87 glVertexAttribPointer
88 glVertexAttribPointer
89 glBindBuffer
90 glBufferData
91 glBindBuffer
92 glBufferData
93 glVertexAttribPointer
94 glBindBuffer
95 glBufferData
96 glVertexAttribPointer
97 glBindBuffer
98 glBufferData
99 glVertexAttribPointer
100 glDrawRangeElements
API Inspector
EID
Event
101 glBindBuffer
102 glBindBuffer
103 glVertexAttribPointer
104 glVertexAttribPointer
105 glVertexAttribPointer
106 glBindBuffer
107 glUseProgram
108 glVertexAttribPointer
109 glVertexAttribPointer
110 glVertexAttribPointer
111 glBindBuffer
112 glBufferData
113 glBindBuffer
114 glBufferData
115 glVertexAttribPointer
116 glBindBuffer
117 glBufferData
118 glVertexAttribPointer
119 glBindBuffer
120 glBufferData
121 glVertexAttribPointer
122 glDrawRangeElements
API Inspector
EID
Event
123 glBindBuffer
124 glBindBuffer
125 glVertexAttribPointer
126 glVertexAttribPointer
127 glVertexAttribPointer
128 glBindBuffer
129 glUseProgram
130 glBindTexture
131 glBindSampler
132 glBindBuffer
133 glVertexAttribPointer
134 glVertexAttribPointer
135 glVertexAttribIPointer
136 glBindBuffer
137 glBufferData
138 glVertexAttribPointer
139 glBindBuffer
140 glBufferData
141 glVertexAttribPointer
142 glBindBuffer
143 glBufferData
144 glVertexAttribPointer
145 glDrawRangeElements
API Inspector
EID
Event
146 glBindBuffer
147 glVertexAttribPointer
148 glVertexAttribPointer
149 glVertexAttribPointer
150 glBindBuffer
151 glUseProgram
152 glBindTexture
153 glBindSampler
154 glEnable
155 glBindBuffer
156 glVertexAttribPointer
157 glVertexAttribPointer
158 glVertexAttribPointer
159 glBindBuffer
160 glBufferData
161 glBindBuffer
162 glBufferData
163 glVertexAttribPointer
164 glBindBuffer
165 glBufferData
166 glVertexAttribPointer
167 glBindBuffer
168 glBufferData
169 glVertexAttribPointer
170 glDrawRangeElements

수정OS

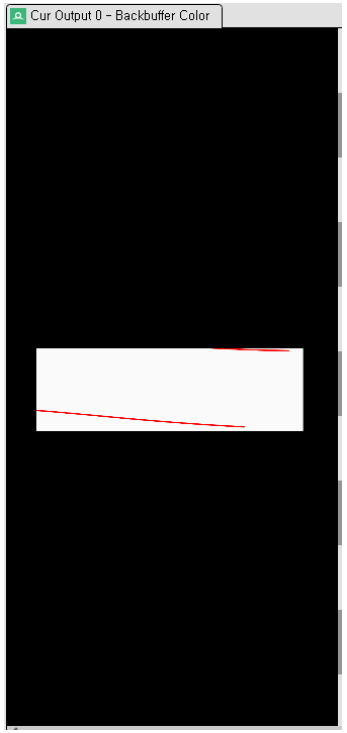
Event Browser

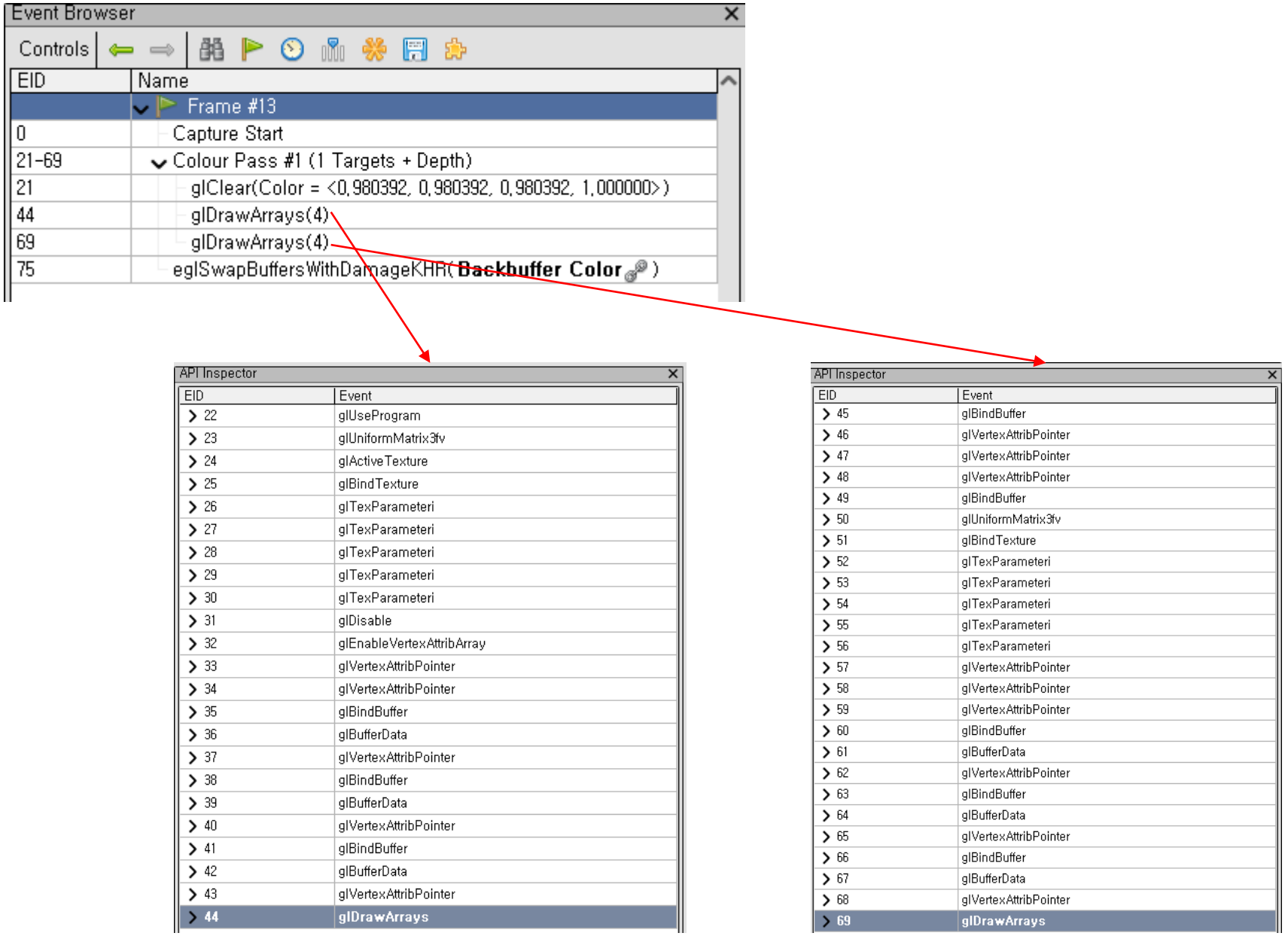
Controls

EID	Name
	Frame #13
0	Capture Start
21-69	Colour Pass #1 (1 Targets + Depth)
21	glClear(Color = <0,980392, 0,980392, 0,980392, 1,000000>)
44	glDrawArrays(4)
69	glDrawArrays(4)
75	eglSwapBuffersWithDamageKHR(**Backbuffer Color**)

API Inspector

EID	Event
1	Internal: Context Configuration
2	glActiveTexture
3	glBindTexture
4	glTexParameteri
5	glTexParameteri
6	glTexParameteri
7	glTexParameteri
8	glBindTexture
9	glTexParameteri
10	glTexParameteri
11	glTexParameteri
12	glTexParameteri
13	glBindTexture
14	glPixelStorei
15	glTexSubImage2D
16	glBindTexture
17	glPixelStorei
18	glTexSubImage2D
19	glBindFramebuffer
20	glScissor
21	**glClear**




Event Browser
Controls
EID
Name
Frame #13
0
Capture Start
21-69
Colour Pass #1 (1 Targets + Depth)
21
glClear(Color = <0.980392, 0.980392, 0.980392, 1.000000>)
44
glDrawArrays(4)
69
glDrawArrays(4)
75
eglSwapBuffersWithDamageKHR(Backbuffer Color)
API Inspector
EID
Event
22 glUseProgram
23 glUniformMatrix3fv
24 glActiveTexture
25 glBindTexture
26 glTexParameteri
27 glTexParameteri
28 glTexParameteri
29 glTexParameteri
30 glTexParameteri
31 glDisable
32 glEnableVertexAttribArray
33 glVertexAttribPointer
34 glVertexAttribPointer
35 glBindBuffer
36 glBufferData
37 glVertexAttribPointer
38 glBindBuffer
39 glBufferData
40 glVertexAttribPointer
41 glBindBuffer
42 glBufferData
43 glVertexAttribPointer
44 glDrawArrays
API Inspector
EID
Event
45 glBindBuffer
46 glVertexAttribPointer
47 glVertexAttribPointer
48 glVertexAttribPointer
49 glBindBuffer
50 glUniformMatrix3fv
51 glBindTexture
52 glTexParameteri
53 glTexParameteri
54 glTexParameteri
55 glTexParameteri
56 glTexParameteri
57 glVertexAttribPointer
58 glVertexAttribPointer
59 glVertexAttribPointer
60 glBindBuffer
61 glBufferData
62 glVertexAttribPointer
63 glBindBuffer
64 glBufferData
65 glVertexAttribPointer
66 glBindBuffer
67 glBufferData
68 glVertexAttribPointer
69 glDrawArrays