

RDA_and_OGL_applications

Typically testing OGL-applications on RDA will work - given that they follow the general guidelines implementing Symbian OS applications. The basic requirement would be that they are not running in a 100% CPU busy-loop. After this RDA will transfer any and all graphics that are visible in the _Symbian OS_ frame buffer.

If a program on a device takes virtually all the CPU by not sleeping every once in a while (say, after each rendered frame) - it is not possible for the RDA application to capture and transmit the screen.

Usually with HW accelerated graphics the problem is that the used graphics pipeline does not go through the Symbian OS frame buffer, a thus RDA is unable to capture the screendata.

Work-around solution

Adding delays to the application will help [User::After(0) is equivalent of User::After(15000) - which sleeps for the shortest time possible, ~15.6ms (or 1/64sec)].

This may work for devices such as N95 and N93. For non-hw accelerated devices, such as N73 or E60, no work-around solutions is found so far.