

Distorted Android - Bug #63

Adreno 510: problems with UBO in fragment shader

01/13/2021 12:29 PM - Leszek Koltunski

Status:	New	Start date:	01/13/2021
Priority:	Normal	Due date:	
Assignee:	Leszek Koltunski	% Done:	30%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
As soon as I added an UBO in the fragment shader (78ff6ea9 and de77a6c5) everything started crashing on Adreno 510 and Adreno 506 with			
W/Adreno-GSL: <gsl_ddd_control:475>: ioctl fd 26 code 0x400c0907 (IOCTL_KGSL_DEVICE_WAITTIMESTAMP_CTXTID) failed: errno 35 Resource deadlock would occur			
W/Adreno-GSL: <log_gpu_snapshot:384>: panel.gpuSnapshotPath is not set.not generating user snapshot			
W/Adreno-GSL: <gsl_ddd_control:475>: ioctl fd 26 code 0xc0200933 (IOCTL_KGSL_TIMESTAMP_EVENT) failed: errno 22 Invalid argument			
W/Adreno-GSL: <ioctl_kgsl_syncobj_create:2979>: (1b, b, 2112) fail 22 Invalid argument			
W/Adreno-GSL: <gsl_ddd_control:475>: ioctl fd 26 code 0xc040094a (IOCTL_KGSL_GPU_COMMAND) failed: errno 35 Resource deadlock would occur			
W/Adreno-GSL: <log_gpu_snapshot:384>: panel.gpuSnapshotPath is not set.not generating user snapshot			
On all other GPUs I've checked it's working ok.			

History

#1 - 01/13/2021 12:30 PM - Leszek Koltunski

Question in OpenGL forum:

<https://community.khronos.org/t/adreno-510-gpu-deadlock-would-occur-when-trying-to-use-ubo-in-fragment-shader/106773>

Question in the Qualcomm Forum:

<https://developer.qualcomm.com/forum/qdn-forums/software/adreno-gpu-sdk/68260>

#2 - 01/13/2021 12:31 PM - Leszek Koltunski

- Assignee set to Leszek Koltunski

- % Done changed from 0 to 30

For now, the issue worked around by removing the UBO from the fragment shader:

Commit [2b7d2abb](#)