
Subject: : AmigaOS4

Topic: : Reborn return to castle Wolfenstein

Re: Reborn return to castle Wolfenstein

Author: : Hans

Date: : 2019/2/7 3:09:10

URL:

@HunoPPC

Quote:

@all

The related problem with driver is just for reborn HD version, other working fine.

Textures HD is very big and on loading crash a driver 3D

With which version of the drivers (RadeonHD.chip, ogles2.library & Warp3D Nova)? Got a crash log?

EDIT: If you're using a lot of texture data and have RadeonHD.chip v1 or v2, then you **will** run out of VRAM, and VRAM paging will kick in. While that should work okay, albeit slow, Picasso96's defragging algorithm seems to cause some texture corruption. I guess it could also corrupt shaders, which would crash the GPU, although I've never seen it happen.

RadeonHD.chip v3 can use all of VRAM instead of just the first 256 MiB.

Hans