

Subject: : AmigaOS4

Topic: : Maximum memory X1000

Re: Maximum memory X1000

Author: : Hans

Date: : 2019/6/18 11:44:06

URL:

@broadblues

Quote:

As far as I understand Warp3DNova (and maybe plain old warp3d too) will use the extended card memory for textures and other structures. This will happen transparently to the application so no recompiles required.

I can confirm this.

@Raziel

Not sure about your last question. AFAIK, CFE/UBoot just do low-level setup and pass info about the hardware to AmigaOS' boot-loader. The OS takes it from there.

Hans