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Subject: : AmigaOS4

Topic: : RadeonHD 3.x bug (?): more than ~256mb of used GPU (second chunk) memory cause a heavy lockup/crash.

Re: RadeonHD 3.x bug (?): more than ~256mb of used GPU (second chunk) memory cause a heavy lockup/crash.

Author: : walkero

Date: : 2019/9/27 10:09:23

URL:

@kas1e

Great analysis and explain on that. Thank you for all the hard work and tests you do.

I would like to mention that I had the same crashes with Huno's Return To Castle Wolfenstein Reborn port on my X5000/40, but there were peoplem Huno included, that the game is running just fine on X1000. I haven't tested on mine yet. Maybe there is a problem that has to do with the mobo as well.