

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.

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Date: : 2019/9/28 9:31:16

URL:

@kas1e

Maybe it's enough to allocate displayable bitmaps using graphics.library?