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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.

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Date: : 2019/9/28 20:42:22

URL:

@kas1e

X1000, HD7950, 3GB ram

test 300-ok- used 100MB (fromSysMon)

test 600-ok- 201MB

test 600-ok- 301MB

test 900-ok- 301MB

test 1600-ok- 535MB

test 2400-ok- 803MB

test 3100-ok- 1037MB

btw, Huno's latest port of Return to Castle Wolfenstein flies on my X1000 pint: