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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: : kas1e

Date: : 2019/9/29 7:13:35

URL:

@All

Thanks. So many x1000 didn't have that problem, and one sam460 too. Need a little bit more of other Sam results (maybe with sam440 too, etc).

As a pattern there i can see only that for x1000 and for SAMx there is in graphics.library we have "Dma cpu hack" which speed up things in graphics.library, but for x5000 we didn't. Maybe that somehow workaround the bug we have on x5000 by doing another way of GPU<->CPU memory remapping. So will try to check on beta-list with some other hardware (like Tabor and x5000/040).