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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: : Capehill

Date: : 2019/9/29 10:48:22

URL:

@kas1e

I couldn't make graphics.library crash. There was also some trouble to get VRAM actually consumed. Blitting to a window did the trick. <http://capehill.kapsi.fi/vmem/>

..And now I notice that there is a print bug on line 85: one extra %lu.