

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 10:21:47

URL:

@kas1e

I can test on my X1000 this weekend and get back to this thread.

If I am not totally wrong, HunoPPC has a X1000 where he ports the games.