

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: : 2019/9/28 12:37:23

URL:

@Capehill

Can be good test case to eliminate warp3dnova indeed. But i suck at graphics.library coding, maybe can share some skeleton ?

Btw, also interesting to know, how behave polaris cards in x5000 in that terms.