

---

Subject: : AmigaOS4

Topic: : RadeonRX 570 8GB questions

RadeonRX 570 8GB questions

Author: : kas1e

Date: : 2019/9/28 18:36:17

URL:

@All

Is anyone use this kind of card on amigaos4 ? I buy today "MSI AMD Radeon RX 570 ARMOR OC 8 GB DDR5", and notice 2 issues with it at moment:

1). Sysmon show for graphics card that:

Card Name : Radeon RX Polaris10

Free mem: 217mb

Used mem: 25mb

Free GPU: 7936

Used GPU: 0

Total mem: 4082 mb

So while i have 8gb of GPU memory, it still show that total mem is 4082, and when i fill GPU more than on 4gb by data, it then behave badly and give visuall distortions.

Is it expected that only 4gb of GPU memory are usable ?

2). While simple tests works (like filling of video memory by data), or Warp3DLogo works. The other examples didn't works. For example if i just run "W3DNBitMapCube", then nothing happens and on serial i have tons of that:

```
RadeonRX (0): Wait done 24898 timed out (execID: 24897, lastSubmitID: 24898, sID: 24900). GPU busy
```

```
RadeonRX (0): mmGRBM_STATUS: 0xB16D0028
```

```
RadeonRX (0): mmGRBM_STATUS2: 0x50000008
```

```
RadeonRX (0): mmGRBM_STATUS_SE0: 0x28000000
```

```
RadeonRX (0): mmGRBM_STATUS_SE1: 0x28000000
```

```
RadeonRX (0): mmGRBM_STATUS_SE2: 0x28000000
```

```
RadeonRX (0): mmGRBM_STATUS_SE3: 0x28000000
```

```
RadeonRX (0): mmPA_CL_CNTL_STATUS: 0x00000000
```

```
RadeonRX (0): mmPA_SU_CNTL_STATUS: 0x00000000
```

```
RadeonRX (0): mmSQ_THREAD_TRACE_STATUS: 0x80000000
```

```
RadeonRX (0): Wait done 24898 timed out (execID: 24897, lastSubmitID: 24898, sID: 24900). GPU busy
```

```
RadeonRX (0): mmGRBM_STATUS: 0xB16D0028
```

```
RadeonRX (0): mmGRBM_STATUS2: 0x50000008
```

```
RadeonRX (0): mmGRBM_STATUS_SE0: 0x28000000
```

```
RadeonRX (0): mmGRBM_STATUS_SE1: 0x28000000
RadeonRX (0): mmGRBM_STATUS_SE2: 0x28000000
RadeonRX (0): mmGRBM_STATUS_SE3: 0x28000000
RadeonRX (0): mmPA_CL_CNTL_STATUS: 0x00000000
RadeonRX (0): mmPA_SU_CNTL_STATUS: 0x00000000
RadeonRX (0): mmSQ_THREAD_TRACE_STATUS: 0x80000000
RadeonRX (0): GFX ring hung. Performing a GPU reset
RadeonRX (0): amdgpu: ring 0 test failed (scratch(0xC040)=0xCAFEDEAD)
RadeonRX (0): KCQ enable failed (scratch(0xC040)=0xCAFEDEAD)
RadeonRX (0): KCQ enable failed (scratch(0xC040)=0xCAFEDEAD)
RadeonRX (0): GFX ring unavailable. Aborting.
RadeonRX (0): Wait idle timed out. GPU busy
```

Then i tried debug version of RadeonRX driver, and that what i have if for example run "W3DNTTextureCube":

```
RadeonRX (0): Wait done 31866 timed out (execID: 31865, lastSubmitID: 31866, sID: 31868). GPU busy
RadeonRX (0): mmGRBM_STATUS: 0xB16D0028
RadeonRX (0): mmGRBM_STATUS2: 0x50000008
RadeonRX (0): mmGRBM_STATUS_SE0: 0x28000000
RadeonRX (0): mmGRBM_STATUS_SE1: 0x28000000
RadeonRX (0): mmGRBM_STATUS_SE2: 0x28000000
RadeonRX (0): mmGRBM_STATUS_SE3: 0x28000000
RadeonRX (0): mmPA_CL_CNTL_STATUS: 0x00000000
RadeonRX (0): mmPA_SU_CNTL_STATUS: 0x00000000
RadeonRX (0): mmSQ_THREAD_TRACE_STATUS: 0x80000000
RadeonRX (0): Wait done 31866 timed out (execID: 31865, lastSubmitID: 31866, sID: 31868). GPU busy
RadeonRX (0): mmGRBM_STATUS: 0xB16D0028
RadeonRX (0): mmGRBM_STATUS2: 0x50000008
RadeonRX (0): mmGRBM_STATUS_SE0: 0x28000000
RadeonRX (0): mmGRBM_STATUS_SE1: 0x28000000
RadeonRX (0): mmGRBM_STATUS_SE2: 0x28000000
RadeonRX (0): mmGRBM_STATUS_SE3: 0x28000000
RadeonRX (0): mmPA_CL_CNTL_STATUS: 0x00000000
RadeonRX (0): mmPA_SU_CNTL_STATUS: 0x00000000
RadeonRX (0): mmSQ_THREAD_TRACE_STATUS: 0x80000000
RadeonRX (0): Wait done 31866 timed out (execID: 31865, lastSubmitID: 31866, sID: 31868). GPU busy
RadeonRX (0): mmGRBM_STATUS: 0xB16D0028
RadeonRX (0): mmGRBM_STATUS2: 0x50000008
RadeonRX (0): mmGRBM_STATUS_SE0: 0x28000000
RadeonRX (0): mmGRBM_STATUS_SE1: 0x28000000
RadeonRX (0): mmGRBM_STATUS_SE2: 0x28000000
RadeonRX (0): mmGRBM_STATUS_SE3: 0x28000000
RadeonRX (0): mmPA_CL_CNTL_STATUS: 0x00000000
RadeonRX (0): mmPA_SU_CNTL_STATUS: 0x00000000
RadeonRX (0): mmSQ_THREAD_TRACE_STATUS: 0x80000000
```

That all on RadeonRX 1.12.

Tried also versions 1.10 and 1.11 : the same results.

I tried then and without compositing, and without interrupts : all the same.

Tried also with some previous version of warp3dnova : still the same.

Anyone tried such cards ?