

Subject: : AmigaOS4

Topic: : BSzili port requests

Re: BSzili port requests

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@BSzili (and all)

So, as i expect, the issue with Jedi crash was exactly the same because of RTCW Reborn : on very high details it just fills about 500-600 MB of GPU data , and because public version of RadeonHD have 256mb GPU crash on x5000, we have that issue. Sometime even pure "high" texture details cause filling of more than 256mb of GPU and also crashes. With beta version of RadeonHD where Hans fix that 256mb crash everything works.

There is video of Jedi running in 1920x1080, everything at maximum, very high textures and details and all stuff:

<https://www.youtube.com/watch?v=3oaWByfVTDo>