

Subject: : AmigaOS4

Topic: : Shaderjoy 1.21

Re: Shaderjoy 1.18

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URL:

I found some freeze issue but cannot get a complete stack trace (I see something logged "Kernel.." but it's cut right after beginning).

- 1) Enable FLOATTEXTURE via icon
- 2) Load example project file with 4 shaders
- 3) Toggle from window to fullscreen
- 4) System freeze, at least here

I have a Radeon HD. Can somebody confirm the freeze? How about Radeon RX?

EDIT: solved. Issue was RadeonHD.chip v3.6. Freezing is solved with RadeonHD chip v3.7. Thanks kas1e.