

Subject: : AmigaOS4

Topic: : Shaderjoy 1.21

Re: Shaderjoy 1.18

Author: : kas1e

Date: : 2021/2/5 19:15:11

URL:

@Capehill

Quote:

I have RadeonHD.chip 3.6.

I can understand if you don't want to modify your hardware right now, maybe someone else can try it :)

Everything which helps ShaderJoy development and fixes worth of :) Hope the next batch of fixes will be about those paths issues in project files :)

So installed my RadeonHD and firstly test with v3.7: no freeze.

Switch to version 2.22 of RadeonHD: freeze with a white screen and nothing on serial.

Switch back to version 3.7: no freeze.

Anyway, strange that you have the 3.6 version because 3.7 is a must: it fixes some freezes issues related to GPU memory handling, so it is a must. I scream about everywhere, when people say they have 3.6 and something freeze on them or not works. There were really some nasty issues fixed (even if mostly related to handling 256MB barrier on x5000, it seems indirectly fix some other freezes).