

Erledigt

AMD RX580

Beitrag von „HarryH“ vom 20. August 2019, 21:59

Vielen Dank, es würde mir weiterhelfen, ob ich meine RX 580 doch noch gegen eine Vega tausche ...

Flame läßt sich via

```
/Applications/Autodesk/Flame\ 2020/Flame.app/Contents/MacOS/startApplication -d
```

im Debug Modus starten.

Bei mir ergibt dies:

Code

1. Visual: bf -1 lvl 0 db 1 stereo 0 rgba -1/-1/-1/-1 Z -1 acrgba -1/-1/-1/-1 S -1
2. Qt GL format: QGLFormat(options QFlags(0x1|0x2|0x4|0x20|0x80|0x400), plane 0, depthBufferSize -1, accumBufferSize -1, stencilBufferSize -1, redBufferSize -1, greenBufferSize -1, blueBufferSize -1, alphaBufferSize -1, samples -1, swapInterval -1, majorVersion 2, minorVersion 0, profile 2)
3. GRAPHICS: Visual depth detected as: 8-bit
4. Visual: bf -1 lvl 0 db 1 stereo 0 rgba 8/8/8/-1 Z -1 acrgba 0/0/0/0 S 0
5. Qt GL format: QGLFormat(options QFlags(0x1|0x2|0x4|0x80|0x400), plane 0, depthBufferSize -1, accumBufferSize 0, stencilBufferSize 0, redBufferSize 8, greenBufferSize 8, blueBufferSize 8, alphaBufferSize -1, samples -1, swapInterval 1, majorVersion 2, minorVersion 0, profile 2)
6. XGraphicsMapAndMakeCurrent: id 0 blnk 0 db 1 ra 8/8 acc ra 0/0 Z 24 S 8 smpls 0
7. XGRAPHICS : sync strategy = SS_DISPLAY_LINK
8. GraphicsAcbuf: 0
9. GraphicsStencil: 1
10. GraphicsMultiSamples: 0
11. GraphicsColorMatrix: 0
12. GraphicsConvolution: 0
13. GraphicsFloatTexture: 1
14. GraphicsFragmentPrograms: 1
15. Max ARB Program Instructions: 16384 (16384 ALU, 16384 TEX, 16384 indirections)
16. Max Native Program Instructions: 16384 (16384 ALU, 16384 TEX, 16384 indirections)

17. Max ARB Temporaries: 1024 Parameters: 256 Attribs: 10
18. Max Native Temporaries: 1024 Parameters: 256 Attribs: 10
19. GL_RENDERER is : AMD Radeon RX 580 OpenGL Engine
20. GL_EXT supported are:

GL_ARB_color_buffer_float	GL_ARB_depth_buffer_float
GL_ARB_depth_clamp	GL_ARB_depth_texture
GL_ARB_draw_buffers	GL_ARB_draw_elements_base_vertex
GL_ARB_draw_instanced	GL_ARB_fragment_program
GL_ARB_fragment_program_shadow	GL_ARB_fragment_shader
GL_ARB_framebuffer_object	GL_ARB_framebuffer_sRGB
GL_ARB_half_float_pixel	GL_ARB_half_float_vertex
GL_ARB_imaging	GL_ARB_instanced_arrays
GL_ARB_multisample	GL_ARB_multitexture
GL_ARB_occlusion_query	GL_ARB_pixel_buffer_object
GL_ARB_point_parameters	GL_ARB_point_sprite
GL_ARB_provoking_vertex	GL_ARB_seamless_cube_map
GL_ARB_shader_objects	GL_ARB_shader_texture_lod
GL_ARB_shading_language_100	GL_ARB_shadow
GL_ARB_shadow_ambient	GL_ARB_sync
GL_ARB_texture_border_clamp	GL_ARB_texture_compression
GL_ARB_texture_compression_rgtc	GL_ARB_texture_cube_map
GL_ARB_texture_env_add	GL_ARB_texture_env_combine
GL_ARB_texture_env_crossbar	GL_ARB_texture_env_dot3
GL_ARB_texture_float	GL_ARB_texture_mirrored_repeat
GL_ARB_texture_non_power_of_two	GL_ARB_texture_rectangle
GL_ARB_texture_rg	GL_ARB_texture_transpose_matrix
GL_ARB_vertex_array_bgra	GL_ARB_vertex_blend
GL_ARB_vertex_buffer_object	GL_ARB_vertex_program
GL_ARB_vertex_shader	GL_ARB_window_pos
GL_EXT_abgr	GL_EXT_bgra
GL_EXT_blend_color	GL_EXT_bindable_uniform
GL_EXT_blend_equation_separate	GL_EXT_blend_func_separate
GL_EXT_blend_minmax	GL_EXT_blend_subtract
GL_EXT_clip_volume_hint	GL_EXT_debug_label
GL_EXT_debug_marker	GL_EXT_depth_bounds_test
GL_EXT_draw_buffers2	GL_EXT_draw_range_elements
GL_EXT_fog_coord	GL_EXT_framebuffer_blit
GL_EXT_framebuffer_multisample	GL_EXT_framebuffer_object
GL_EXT_framebuffer_sRGB	GL_EXT_geometry_shader4
GL_EXT_gpu_program_parameters	GL_EXT_gpu_shader4
GL_EXT_multi_draw_arrays	GL_EXT_packed_depth_stencil
GL_EXT_packed_float	GL_EXT_provoking_vertex
GL_EXT_rescale_normal	GL_EXT_secondary_color
GL_EXT_separate_specular_color	GL_EXT_shadow_funcs
GL_EXT_stencil_two_side	GL_EXT_stencil_wrap
GL_EXT_texture_array	GL_EXT_texture_compression_dxt1
GL_EXT_texture_compression_s3tc	GL_EXT_texture_env_add
GL_EXT_texture_filter_anisotropic	GL_EXT_texture_integer
GL_EXT_texture_lod_bias	GL_EXT_texture_mirror_clamp
GL_EXT_texture_rectangle	GL_EXT_texture_shared_exponent
GL_EXT_texture_sRGB	GL_EXT_texture_sRGB_decode
GL_EXT_timer_query	GL_EXT_transform_feedback
GL_EXT_vertex_array_bgra	GL_APPLE_aux_depth_stencil
GL_APPLE_client_storage	GL_APPLE_element_array
GL_APPLE_flush_buffer_range	GL_APPLE_fence
GL_APPLE_float_pixels	GL_APPLE_flush_render
GL_APPLE_object_purgeable	GL_APPLE_packed_pixels
GL_APPLE_pixel_buffer	GL_APPLE_rgb_422
GL_APPLE_row_bytes	GL_APPLE_specular_vector
GL_APPLE_texture_range	GL_APPLE_transform_hint
GL_APPLE_vertex_array_object	GL_APPLE_vertex_array_range
GL_APPLE_vertex_point_size	GL_APPLE_vertex_program_evaluators
GL_APPLE_ycbcr_422	GL_ATI_blend_equation_separate
GL_ATI_blend_weighted_minmax	

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GL_ATI_separate_stencil GL_ATI_texture_compression_3dc GL_ATI_texture_env_combine3
GL_ATI_texture_float      GL_ATI_texture_mirror_once      GL_IBM_rasterpos_clip
GL_NV_blend_square GL_NV_conditional_render GL_NV_depth_clamp GL_NV_fog_distance
GL_NV_light_max_exponent GL_NV_texgen_reflection GL_NV_texture_barrier
GL_SGI_color_matrix      GL_SGIS_generate_mipmap      GL_SGIS_texture_edge_clamp
GL_SGIS_texture_lod
21.
22. UI magnification: 100%
23. 1 screen found, Xinerama is disabled
24. Main UI position:0,0 size:1920x1200
25. DVI/HDMI broadcast is disabled
26. Executing command: /bin/sh osascript -e 'tell application "flame"' -e 'activate' -e 'end tell'
27. Automatic GPU detection failed
28. Registered thread 'Resource Manager' [ 123145543233536 ]
29. 2019-08-20 22:02:27.893 flame[2774:124767] WARNING: NSWindow drag regions should
    only be invalidated on the Main Thread! This will throw an exception in the future. Called
    from (
30. 0      AppKit      0x00007fff3b8e3607      -[NSWindow(NSWindow_Theme)
    _postWindowNeedsToResetDragMarginsUnlessPostingDisabled] + 378
31. 1      AppKit      0x00007fff3b8e09f7      -[NSWindow
    _initContent:styleMask:backing:defer:contentView:] + 1479
32. 2      AppKit      0x00007fff3b8e042a      -[NSWindow
    initWithContentRect:styleMask:backing:defer:] + 45
33. 3      AppKit      0x00007fff3bbacd08      -[NSWindow
    initWithContentRect:styleMask:backing:defer:screen:] + 52
34. 4 libqcocoa.dylib 0x0000000129d29706 qt_plugin_instance + 29574
35. 5 libqcocoa.dylib 0x0000000129d31e61 qt_plugin_instance + 64225
36. 6 libqcocoa.dylib 0x0000000129d2b474 qt_plugin_instance + 37108
37. 7 libqcocoa.dylib 0x0000000129d2a9ab qt_plugin_instance + 34347
38. 8 libqcocoa.dylib 0x0000000129d250d4 qt_plugin_instance + 11604
39. 9 QtGui 0x000000010e63e889 _ZN14QWindowPrivate6createEby + 121
40. 10 QtOpenGL 0x000000010eb0d8cf _ZN10QGLContext13chooseContextEPKS_ + 271
41. 11 QtOpenGL 0x000000010eb0d5c9 _ZN10QGLContext6createEPKS_ + 57
42. 12      QtOpenGL      0x000000010eb0e575
    _ZN9QGLWidget10setContextEP10QGLContextPKS0_b + 213
43. 13      QtOpenGL      0x000000010eb10989
    _ZN16QGLWidgetPrivate11initContextEP10QGLContextPK9QGLWidget + 121
44. 14 QtOpenGL 0x000000010eb14162 _ZN14QGLPixelBuffer11makeCurrentEv + 434
45. 15      QtOpenGL      0x000000010eb14608
    _ZN14QGLPixelBufferC1EiiRK9QGLFormatP9QGLWidget + 216
46. 16 flame 0x0000000104936049 _ZThn16_N19dlSecondaryGLWidgetD0Ev + 69913
47. 17 flame 0x0000000104935d28 _ZThn16_N19dlSecondaryGLWidgetD0Ev + 69112
48. 18 flame 0x00000001048fcfd2 _ZThn40_N14DIDynamicArrayIP4ExprED0Ev + 209154

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49. 19 libDLcommonresmgt.dylib 0x000000010c44ad4b
_ZN17CoResourceManager3Imp4_runEv + 91

50. 20 libDLcommonthreads.dylib 0x000000010c53eabe _ZN15CoThreadPthread7executeEv
+ 350

51. 21 libDLcommonthreads.dylib 0x000000010c53ed3c
_ZN15CoThreadPthread9executeCbEPv + 284

52. 22 libsystem_pthread.dylib 0x00007fff6a45e2eb _pthread_body + 126

53. 23 libsystem_pthread.dylib 0x00007fff6a461249 _pthread_start + 66

54. 24 libsystem_pthread.dylib 0x00007fff6a45d40d thread_start + 13

55.)

56. Automatic GPU detection failed

57. GRAPHICS: max texture resolution: 16384x16384

58. FrameBounds min resolution: 24x24

59. FrameBounds max resolution: 8192x8192

60. POINTER : Initialising.

61. POINTER : Initialising.

62. POINTER : Initialising Wacom UD.

63. POINTER : Initialising Wacom UD.

64. GRAPHICS : Supported depths: 8, 10, 12, 16fp, 32fp bits

65. dlCheckGLError: Texture::pre-bind()

66.

67. dlCheckGLError: GL_INVALID_OPERATION

68.

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70.

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78.

79. dlCheckGLError: GL_INVALID_OPERATION

80. Output log to: '/opt/Autodesk/log/flame2020_hpz820_app.log'.

81. PROCESSORS : 8 available

82. AuSetCurrentClip -- clip=0x0

83. AuSetCurrentClip -- clip=0x0

84. VOLUMEMGT : Using 7 as root partition.

Alles anzeigen