

U++ - Bug #1981

GLDrawDemo hangs on exit

08/18/2019 09:58 PM - Zbigniew Rebacz

Status:	Approved	Start date:	08/18/2019
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	GLCtrl	Estimated time:	0.00 hour
Target version:	Release 2020.1 - NTH	Spent time:	0.00 hour
Description			
It seems that Radeon driver deinitialization code doesn't work well. It causing that the app hangs on exit... More information in attached screenshot.			

History

- #1 - 11/01/2019 11:22 AM - Zbigniew Rebacz
- Target version changed from Release 2019.2 - NTH to Release 2020.1 - NTH
- #2 - 01/23/2020 06:50 PM - Miroslav Fidler
- Status changed from New to Approved

Files

GLDrawDemoHangsOnRadeonDriver.png	305 KB	08/18/2019	Zbigniew Rebacz
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