Erledigt ozmosis und shiki

Beitrag von „kuckkuck" vom 8. Februar 2018, 07:11

That's honestly not the kind of behaviour I was expecting from your Hardware... Does FCPX crash on 10.12 when you do specific things like rendering? Or does it crash randomly at some point in time? Have you checked your hardware temps and did you run a memory check once?

The VirtualScreen Issue with FCPX is present since OS X 10.12 and FCPX 10.3. You shouldn't be effected by it using FCPX 10.2. Is that so?