

RadeonBoost.kext - Benchmark Scores wie am echten Mac / unter Windows

Beitrag von „vit9696“ vom 19. April 2020, 19:32

[Zitat von Toskache](#)

[vit9696](#) Very interesting, but how do you explain the better Photoshop performance (pugetbench)? <https://forums.macrumors.com/t...st=28377684#post-28377684>

[Zitat von CMMChris](#)

Yup, I had the same thought. In specific areas however, there definitely are performance improvements. Some games (Dirt4, Borderlands 3) run notably smoother with my RadeonBoost kext at least on the Radeon VII and also Photoshop seems to benefit as demonstrated on Macrumors.

Edit: Neue Version 1.1 im Startpost. AGPM Injector ist nun direkt in RadeonBoost integriert. [matpro64](#) Check if your Vega64 fans run normal now.

Well, like I said, the two parameters work, others do not as they just seem to be blindly copy-pasted. For Polaris only the policy applies, as it has no SMU. We can retest with this benchmark, but are you sure you have any difference with just the two parameters specified and RadeonBoost?