

# **RX 6xxx(XT) Thread, Lieferbarkeit, Kompatibilität, Leistung**

**Beitrag von „fabiosun“ vom 26. Mai 2022, 11:39**

[onlyWork](#) support from 11.4 (no patch needed)

In an old Monterey version to have max performance was useful to use a frame buffer for device properties

now it works well without Device properties injection