

AMD AGS Library Changelog

v4.0.0 - 2016-05-24

- Add support for GCN shader extensions
 - Shader extensions are exposed for both DirectX 11 and DirectX 12
 - Requires Radeon Software Crimson Edition 16.5.2 or later
- Remove `RegisterApp` from the extension API
 - This extension is not currently supported in the driver

v3.2.2 - 2016-05-23

- Add back `radeonSoftwareVersion` now that updated driver is public
 - Radeon Software Crimson Edition 16.5.2 or later
- Fix GPU info when primary adapter is > 0
- Update the implementation of `agsDriverExtensions_NotifyResourceEndWrites`

v3.2.0 - 2016-02-12

- Add ability to disable Crossfire
 - This is in addition to the existing ability to enable the explicit Crossfire API
 - Desired Crossfire mode is now passed in to `agsInit`
 - Separate `SetCrossfireMode` function has been removed from the AGS API
 - The `agsInit` function should now be called **prior to device creation**
- Return library version number in the optional info parameter of `agsInit`
- Build `amd_ags` DLLs such that they do not depend on any Microsoft Visual C++ redistributable packages

v3.1.1 - 2016-01-28

- Return null for the context when initialization fails
- Add version number defines to `amd_ags.h`
- Remove `radeonSoftwareVersion` until needed driver update is public

v3.1.0 - 2016-01-26

- Initial release on GitHub