Unreal Engine 5.7 Now Supports ROCm for AMD GPUs

Joematrix has released a setup for Unreal Engine 5.7 to support ROCm, enabling GPU-accelerated machine learning on AMD

This potentially opens up new performance capabilities for developers using Unreal Engine with AMD hardware.

Stay tuned for more updates...

⚡ Hot Take

Could this level the playing field for AMD users in game development?

What do you think? 💭
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