Subject: Re: Rendering method software vs hardware
Posted by mick.mitanirc3 on Fri, 12 Dec 2014 21:11:42 GMT
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I can tell you that with very few expensive exceptions the GPUs on laptops are weaker than their desktop versions; with too little memory, too little bandwidth and they are prone to overheating when hardware acceleration is specified. It is not just drivers but a lack of internal cooling that causes random freezes and reboots. The reason can be from poor design such as undersized heat sinks, tiny fans, cramped cases and not enough dedicated Graphics RAM or from environmental issues such as blocked vents, dust buildup, and dried out heat transfer compounds.