Quassel IRC - Bug #1498

macOS client requires high performance GPU

09/25/2018 04:17 PM - lori

Status:	New	**Start date:**	09/25/2018
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
Version:	0.12.4	**OS:**	Any

Description

The macOS client forces the use of the high performance dedicated GPU on a dual-GPU system, such as the AMD Radeon found on a 2017 MacBook Pro instead of the integrated Intel GPU. When quitting the client, the OS returns to using the integrated GPU.

I assume it is one of the underlying libraries causing this, but it would be nice to be able to track down which, and if there is a way to build the client in a way that this doesn't happen, to save battery life.