

## GROMACS - Task #3319

Feature # 3311 (In Progress): GPU infrastructure development

Feature # 3318 (In Progress): Use wrappers for the GPU buffer copy/allocations

### Use DeviceBuffer instead of native GPU types in NBNXM

01/22/2020 09:03 AM - Artem Zhmurov

<b>Status:</b>	In Progress
<b>Priority:</b>	Normal
<b>Assignee:</b>	Artem Zhmurov
<b>Category:</b>	
<b>Target version:</b>	2021-refactoring
<b>Difficulty:</b>	uncategorized
<b>Description</b>	

#### History

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**#1 - 01/22/2020 09:42 AM - Artem Zhmurov**

- Tracker changed from Feature to Task
- Status changed from New to In Progress
- Assignee set to Artem Zhmurov

**#2 - 01/22/2020 09:45 AM - Artem Zhmurov**

- Target version set to 2021

**#3 - 01/22/2020 09:49 AM - Artem Zhmurov**

- Target version changed from 2021 to 2021-refactoring