

Doomsday Engine - Feature #1278

Direct3D Triple Buffering

2003-09-06 07:21 - skyjake

Status: Closed	Start date: 2003-09-06
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description The Direct3D renderer could use triple buffering for smoother vsync rendering.	
Labels: Graphics	