

Doomsday Engine - Feature #1387

Use GL_POINT_SPRITE_ARB for tex particle rendering

2005-09-03 22:21 - danij

Status: Rejected	Start date: 2005-09-03
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version:	
Description GL_POINT_SPRITE_ARB Use of this extension should yield a significant speed boost when rendering lots of textured particles. Instead of passing for vertices a single can be sent. The GPU then takes care of the scaling and view aligning.	
Labels: Graphics	
Related issues: Related to Feature #7: Next-gen renderer (codename "Gloom") Progressed 2003-07-10	

History

#1 - 2013-10-21 20:48 - skyjake

- Tags set to *Renderer, OpenGL*

#2 - 2013-10-21 20:52 - skyjake

- Tags changed from *Renderer, OpenGL* to *Renderer, OpenGL, Particles*

#3 - 2015-03-07 09:23 - danij

- Status changed from *New* to *Rejected*

Closing as nowadays there are better algorithms for drawing particles.