

## Doomsday Engine - Feature #1434

### No vsync option anywhere

2007-01-07 05:34 - aurynn

<b>Status:</b> Closed	<b>Start date:</b> 2007-01-07
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> There's no toggle anywhere in Snowberry, or any of the visual options, for vertical sync.	

#### History

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##### #1 - 2007-05-17 20:07 - danij

- **status:** open --> closed  
- **milestone:** --> Version 1.9

##### #2 - 2009-08-31 15:21 - danij

Logged In: YES  
user\_id=849456  
Originator: NO

Not a bug. Moving to feature requests.

##### #3 - 2010-05-05 17:38 - skyjake

*(originally posted by anonymous SF.net user)*

Will Vsync be implemented ? I believe it is an important feature for any fullscreen game.

##### #4 - 2012-09-19 11:18 - danij

Vsync is already enabled by default in recent releases of Doomsday for Windows. However there is not currently any means to change it at runtime.