

Doomsday Engine - Feature #1639

Optimize GridMap

2013-10-24 08:20 - skyjake

Status: Closed	Start date: 2013-10-24
Priority: Normal	% Done: 30%
Assignee: danij	
Category: Enhancement	
Target version:	
Description Profiling shows one of the heaviest elements in the map renderer is lookups via GridMap.	
Related issues: Related to Feature #1745: Performance optimization Progressed 2014-04-09	

History

#1 - 2013-12-25 20:01 - skyjake

- Target version deleted (1.13)

#2 - 2016-07-05 23:55 - skyjake

- Status changed from In Progress to Progressed

#3 - 2017-02-06 14:14 - skyjake

- Related to Feature #2197: Remove the 'Bias' volumetric lighting system and the Bias light source editor ("bledit") added

#4 - 2017-02-06 14:15 - skyjake

- Related to deleted (Feature #2197: Remove the 'Bias' volumetric lighting system and the Bias light source editor ("bledit"))

#5 - 2017-02-06 14:15 - skyjake

- Status changed from Progressed to Closed