

## Doomsday Engine - Bug #1712

### [Windows] VSync cannot be turned off / forced fps limit (even in windowed mode)

2014-01-16 12:27 - nyakze

<b>Status:</b>	Closed	<b>Start date:</b>	2014-01-16
<b>Priority:</b>	High	<b>% Done:</b>	100%
<b>Assignee:</b>	Deng Team		
<b>Category:</b>	Defect		
<b>Target version:</b>	1.14		
<b>Description</b>			
<p>Switching VSync on or off doesn't seem to do anything, same with console command. It happens in both fullscreen and windowed modes. FPS is always capped to monitor's refresh rate. I have a dual monitor setup with different refresh rates, so it's quite easy for me to test. If I move the window to the 60Hz monitor, FPS instantly caps on 60 (doesn't matter if VSync on or off, fullscreen or windowed), if I move it to the 144Hz monitor, FPS caps at 125 (which is also a bug I think, as it should cap at 144 FPS, but I'd rather it didn't cap at all).</p> <p>I'm on version 1.13.2, tested with Doom and Hexen.</p>			

#### Associated revisions

##### Revision 33de83fd - 2014-03-16 12:57 - skyjake

Windows|GL|Client: Update Qt to control swap interval (vsync)

IssueID #1712

#### History

##### #1 - 2014-01-16 17:14 - daniij

- Priority changed from Normal to Urgent

##### #2 - 2014-01-16 21:00 - skyjake

- Tags changed from vsync, fps, Graphics to Graphics, WindowManager, OpenGL

- Priority changed from Urgent to Normal

##### #3 - 2014-01-16 21:00 - skyjake

- Priority changed from Normal to High

##### #4 - 2014-03-14 16:58 - skyjake

- Subject changed from VSync cannot be turned off / forced fps limit (even in windowed mode) to [Windows] VSync cannot be turned off / forced fps limit (even in windowed mode)

##### #5 - 2014-03-14 17:00 - skyjake

- Status changed from New to In Progress

- Assignee set to Deng Team

- Target version set to 1.14

##### #6 - 2014-03-16 12:58 - skyjake

- % Done changed from 0 to 100

##### #7 - 2014-03-19 12:33 - skyjake

- Status changed from In Progress to Closed