

Doomsday Engine - Feature #1782

Optimize line side surface decoration updating following plane move

2014-04-25 07:27 - danij

Status:	Closed	Start date:	2014-04-25
Priority:	Normal	% Done:	100%
Assignee:	danij		
Category:	Enhancement		
Target version:	1.14.1		

Description

Currently whenever a plane move occurs all LineSides in and adjoining the plane's sector are marked for a full decoration update. However, where map hacks involve mapped planes it is only actually necessary to update "dependent" surfaces which share a boundary edge with sector cluster.

In large maps with lots of map hacks and light decorations this can result in a lot of unnecessary work.

History

#1 - 2014-04-25 07:29 - danij

- Tags set to World, Decorations

#2 - 2014-04-25 07:29 - danij

- % Done changed from 0 to 100

#3 - 2014-04-25 07:29 - danij

- Status changed from New to Closed