

Doomsday Engine - Bug #2189

"refresh-rate-maximum" has no effect

2016-12-08 21:05 - skyjake

Status:	Closed	Start date:	2016-12-08
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Regression		
Target version:			
Description			
The "refresh-rate-maximum" cvar has been broken since the low-level OpenGL code was revised. An additional sleep should be added if the current frame rate would exceed the configured maximum.			

Associated revisions

Revision e761423c - 2017-02-25 22:37 - skyjake

Video|GL: Re-enabled the FPS limiter (cvar "refresh-rate-maximum")

Now comes with a slider in Video Settings.

IssueID #2189

History

#1 - 2017-02-08 11:54 - skyjake

- Description updated

#2 - 2017-02-25 23:05 - skyjake

- Status changed from New to Resolved

- Assignee set to skyjake

- % Done changed from 0 to 100

#3 - 2017-02-25 23:10 - skyjake

- Status changed from Resolved to Closed

#4 - 2017-02-27 08:44 - skyjake

- Target version deleted (49)