

## Doomsday Engine - Bug #393

### Vsync does not stick

2007-01-07 05:35 - aurynn

<b>Status:</b> Closed	<b>Start date:</b> 2007-01-07
<b>Priority:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta4	
<b>Description</b> Manually toggling rend-vsycn at the console does not persist between quitting and restarting Deng.  OSX 10.4.8, Intel MacBook, v1.9.0-b4  <b>Labels:</b> OpenGL Renderer	

### History

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#### #1 - 2007-08-07 01:56 - danij

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

vsync control is not currently available in Doomsday under MacOSX. The appearance of this cvar in the console under MacOSX is an oversight.

#### #2 - 2012-08-27 19:07 - danij

- **status:** pending --> closed

#### #3 - 2012-08-27 19:07 - danij

Fixed for the 1.9.7 release.